THE WORLD'S BIGGEST-SELLING AMIGA MAGAZINE

AMIGA FORMAT

£4.50 ■ NOVEMBER 1995 ■ ISSUE 77

Falcon '040

The fastest A1200 expansion ever on test inside – competition hots up for the first '060

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Three dimensional graphics brought to life on your Amiga We give you the tools and show you how inside



REAL 3D

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Tiny Troops

Small soldiers engage in sandbox strategy in this exclusive five level demo from Mindscape. ECS Amiga or better required

Pinball Mania

Reviewed – the game that will relaunch A1200

Cinema 4D



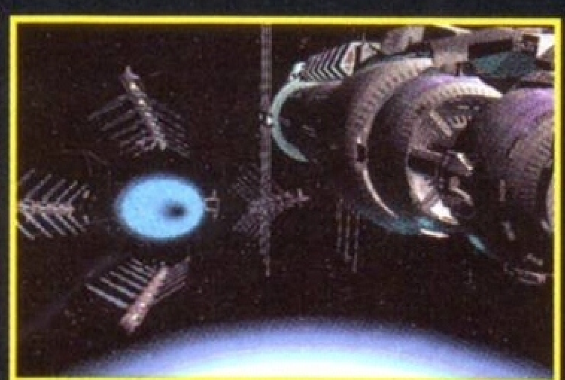
Super Streetfighter



Info Nexus



Falcon



Amiga Atrophy?

Details of a new game that pushes the boundaries of AGA techology – page 12

floppy drives



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*EPSON SCANNERS DIFFER FROM ONE SHOWN

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a4000 68060

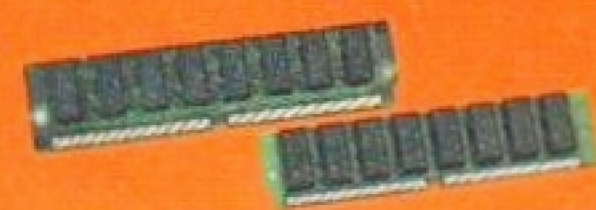
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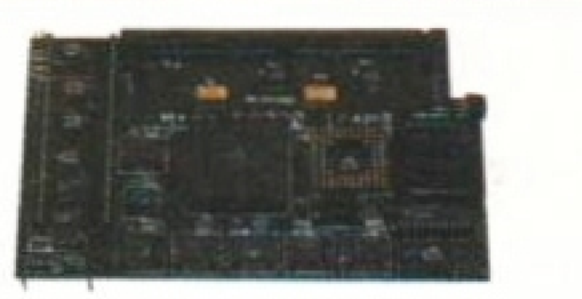
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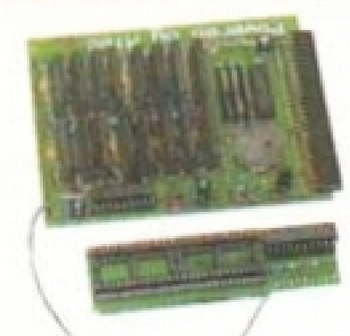
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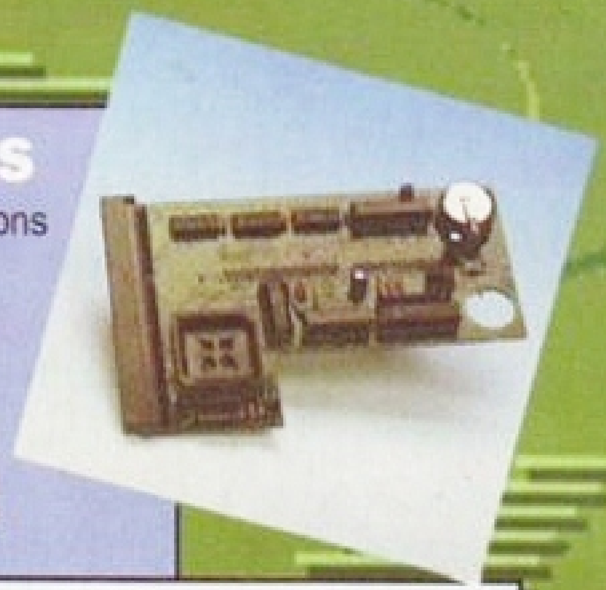


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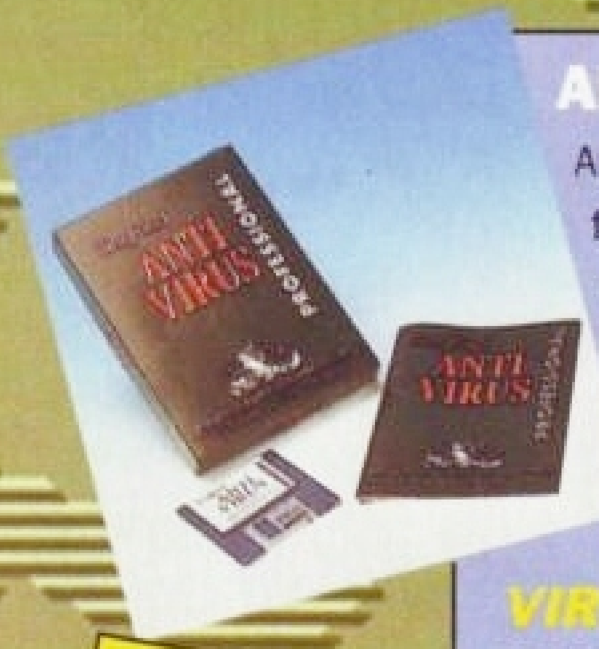
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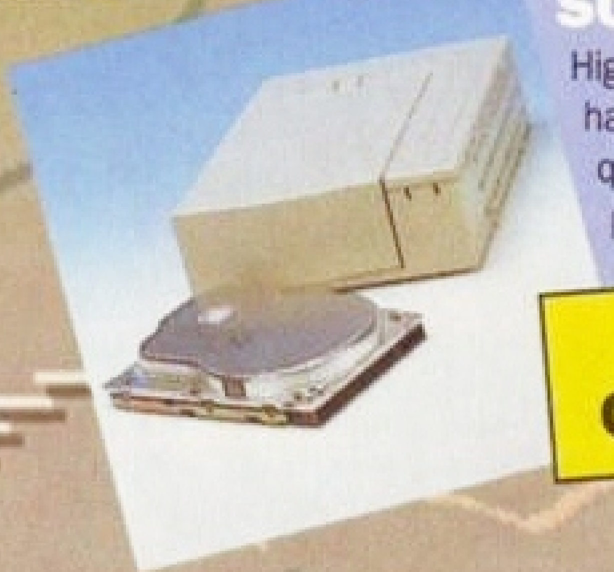


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IN THE WORLD'S BEST-SELLING AMIGA MAGAZINE THIS MONTH

AMIGA FORMAT

ISSUE 77 ■ NOVEMBER 1995

AMIGA NEWS



The Amiga Magic packs contain a standard A1200 with a plethora of software.

New Amiga bundles have hit the streets, but do they live up to the expectations?... p12

MAIN FEATURE

Getting into 3D

This is your chance to find out all there is to know about how to fully explore the third dimension. p21

Plus:

We teach you all the ins and outs of *Real 3D* in our step-by-step tutorial. p28

SERIOUSLY AMIGA

SCREEN PLAY

Page 37



Pinball Mania p51

Chosen as good enough to lead the new Amiga Magic pack. *Amiga Format* puts it under the microscope.

Every new Amiga game reviewed and rated!





LEFT: **Super Streetfighter CD32**
Men beat up women, women beat up men... and no one calls the police.
RIGHT: **Hollywood Hustler**
A card game where it's a game in itself just trying to play the game.

Coverdisk A: Real 3D Classic p140

We are giving away the full *Real 3D Classic* package, together with a covermounted 3D book, that will enable you to create some wonderful images on even a 1Mb Amiga. We have also got together with Activa to bring you some very special *Real 3D* upgrade offers.





Coverdisk B: Tiny Troops p138

Imagine playing Cannon Fodder mixed together with the control interface of Lemmings, but on cute backgrounds. Then you are imagining *Tiny Troops* and these little troopers can be found on our games Coverdisk this month.



THE ENHANCED WORLD p33

There are at least a dozen simple ways that a game can be made more of a joy to play. Join us on our quest for great games into the "Enhanced World".



Falcon p92

The Falcon 040 will take your A1200 to the limit. This accelerator board can handle approximately 18,670 000 instructions every second, making it decidedly nippy.



AF OFFERS

REGULARS

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7 If you are sending a cheque, keep a note of the cheque number, the date and the exact value. Make sure you know the name of the mail order company.

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ADVERTISERS' INDEX

This Month In View

Shock! Surprise! That man **Nick Veitch** tries to calm down enough to tell you the great news about this issue.

AMIGA FORMAT 77 NOVEMBER 1995

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It is often the case that quite a few strange things happen during the production of the average issue of *Amiga Format*. Pictures come out wrong; pages go missing; even staff go missing sometimes.

But nothing has been quite as strange as the overpowering sense of general strangeness now that we know the A1200 will be on sale again across the country.

It has been a very interesting time since the great Commodore collapse. No other home computer would have survived and the fact that the Amiga is back at all, however many units are sold over Christmas, owes a lot to loyal users such as yourselves.

Amiga Technologies owes you a big vote of thanks. Let me add my personal thanks to that and give you my assurance that as long as people are still using Amigas, we'll be right here producing the best magazine we can.

The strength of the Amiga bundle has been a bit of a surprise and the full details of the bundle, plus industry comments, kicks off our news coverage on page 12.

The games that have been included in the bundle are also a bit of a surprise, unfortunately not a pleasant one. It is not the games that were chosen so much as the ones that got away, so to speak. However, you can discover for yourselves what we think of *Pinball Mania* on page 51.

But I am getting ahead of myself. I haven't even mentioned our rather fantastic Coverdisk yet. *Real 3D* is quite tremendous software and it will run on anything from an A500 to an A4000/040.

I know many of you are keen *Imagine* fans, but you should still take a look at the disks. *Real 3D* is a solid modeller, which means that the models you create are truly scalable. It is virtually unique in this respect.

Graeme Sandiford has produced an amazing feature to help you understand the processes of 3D modelling and John Kennedy kicks off our tutorial series on pages 21 and 28 respectively.

If all that isn't enough for you, there are some tremendous new products out this month, including Power Computing's Falcon 040 accelerator for the A1200. Amazingly, it can be faster than an A4000/040 and will also be able to accept an 060 chip at a later date! See page 92.

You may now unfasten your safety belts.



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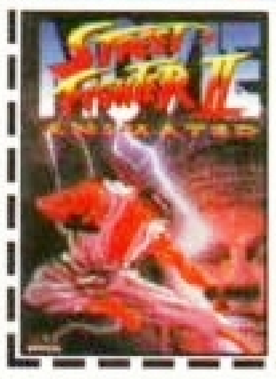
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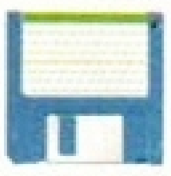
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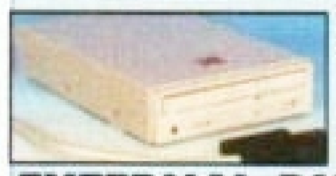
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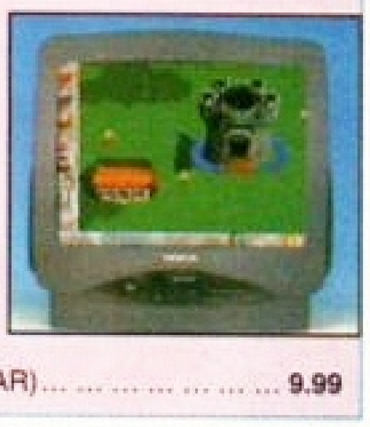
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AMIGA FORMAT news

Back with a bang!



Amiga Technology UK's bold sales prediction of 60,000 A1200 units sold by Christmas has received a boost with the strongest line-up of productivity and multimedia software yet seen in any Amiga bundle.

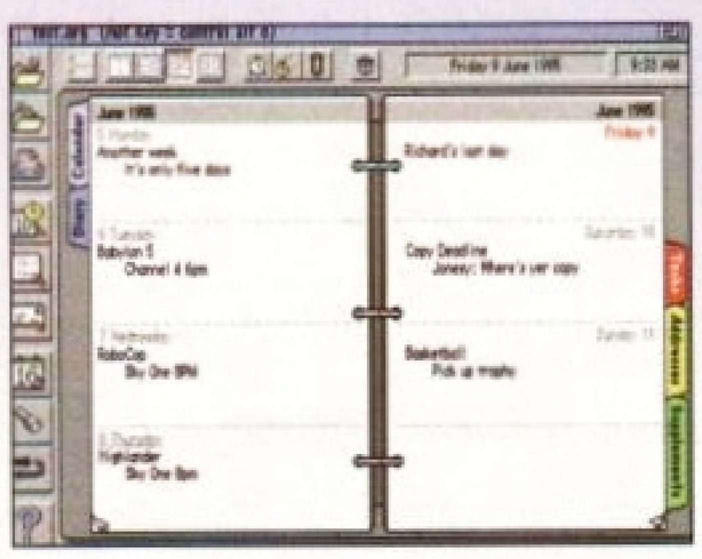
The new bundle, named Amiga Magic, will be sold in two configurations: a floppy version and a hard drive version – the first time the A1200 has been available with an official hard drive option.

The floppy version will cost £399, feature *Workbench 3.1*, and comprise of the following, previously unreleased, software: *Wordworth 4 SE*, *Datastore*, *Organiser* and *TurboCalc* from Digita; *Personal Paint 6.4* from Cloanto; and *Photogenics 1.1a* from Almathera. The games software consists of *Pinball Mania* from 21st Century Entertainment and *Whizz* from Flair.

The hard drive version costs £100 more at £499 and sports a 170Mb hard drive with *Workbench 3.1* already installed. Aside from all of the above software, the bundle will also include the *Scala MM300* multimedia package.

THE SOFTWARE THEY CHOSE

The bundling strategy chosen by Amiga Technologies UK hinges on the productivity and graphic side of the Amiga. *Amiga Format* warmly welcomes the approach. Here's what you'll be picking up with the machine:



ORGANISER

Quite literally a filofax tucked away inside the electronic heart of the Amiga, *Organiser* consists of four sections: a calendar, diary, address book and supplements section. Just like *Datastore* and *Wordworth 4 SE* before it, file integration with *Turbo Calc* is an integral part of the code. It is not as indispensable as *Datastore*, *Turbo Calc* and *Wordworth*, but a very welcome addition to anyone's software collection.



DATASTORE V1.1

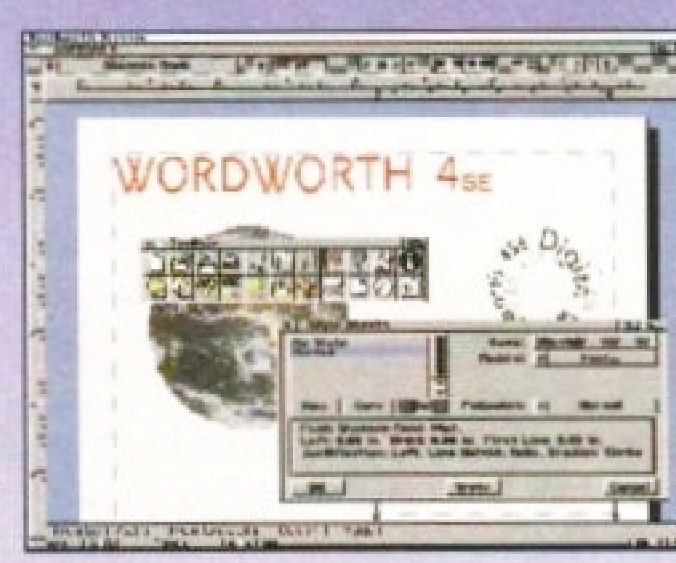
Format reviewed version 1.0 of *Datastore* in issue 69. We awarded it 88% and considered it to be: "Not exceptionally fast, but very friendly and packed with features".

Datastore is a flat file database which means that it's laid out in a linear fashion, much like the pages of a book.

As such, it's very easy to use and only complete novices will find themselves referring to every page of the supplied manual

Digita's spokesman declared that the differences between version 1.0 and 1.1 are mostly bug fixes from the original, although, file integration with *Turbo Calc* has also been included.

Again, another solid program with strong utilitarian worth.



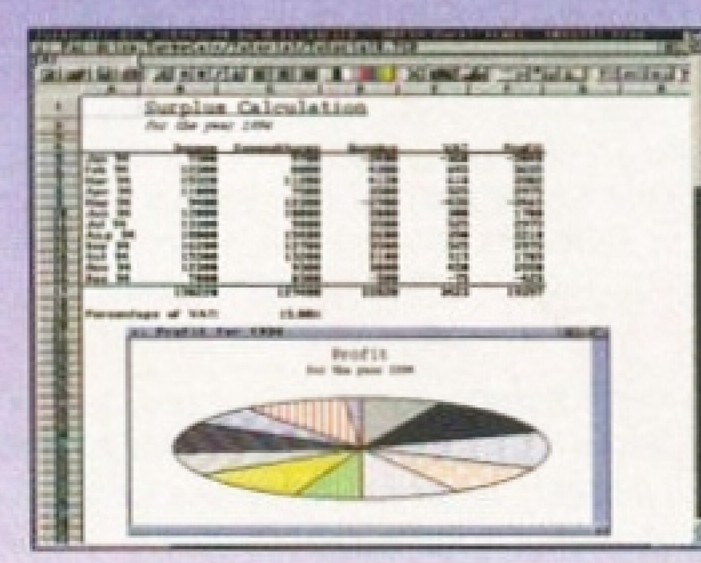
WORDWORTH 4 SE

In *AF67*, Nick Veitch awarded £49.95-package *Wordworth 3.1 SE*, 91% and concluded that it offered: "All the best bits of *Wordworth 3.1* at a bargain price".

Wordworth 4 SE, offers further improvements, according to Digita. Upgraded features of the pack version include drag and drop style sheets, and numerous performance improvements.

Perhaps most important is the modularity of design which allows version 4 SE to integrate with *Turbo Calc 3.5* – another member of the pack. Digita's *Print Manager* is also provided, so anyone could be printing impressive documents within hours.

Anyone looking for a cheap, efficient method of running a small business should definitely consider the package.



TURBOCALC V3.5

The last time *Amiga Format* visited *TurboCalc*, an electronic spreadsheet, it was in its version 2.0 incarnation. We awarded it 84% in *AF65* and concluded that it was: "...ideal for small business use".

At the time of the original review, it didn't boast the claimed file integration with all of the above packages. This alone should make it more attractive to small businesses and people on a tight budget.

Along with *Wordworth* and *Data Store* this software completes the kind of software suite you would expect to find bundled with more expensive computer systems aimed at small business.

Turbo Calc is now being developed and produced by Digita.

"The 68040 runs fairly hot normally, but the Falcon's CPU was actually quite cool – even when the board was left on constantly for three days it functioned properly without overheating..."

FALCON '040 PAGE 92

The hopes of a sell-out over the Christmas period have been further bolstered by the announcement that the bundles *will* be sold in Escom stores across the UK. In addition, two distributors will be taking care of distribution here – Commodore's old favourite, SDL, and, although not confirmed at the time of going to press, software distributor, Leisuresoft.

Both distributors have proven track records for excellence and are expected to obtain maximum penetration into the retail sector – the express target being that every town in the country should have around four shops stocking and selling the new Amiga bundles.

Despite the generally perceived high price point of the bundles, the nominal value of the software in the packs falls just below the £500 mark. While an excellent deal, this in itself may not be enough to shift the 60,000 expected sales due to stiff competition, media hype and market domination from corporate giants such as Sega, Sony and MicroSoft.

WILL IT SELL?

There's no doubt that despite the high value of the Amiga Magic bundles, price is going to be a major factor in their potential success. The bundles are not likely to be snapped up straight away by existing owners looking to upgrade, who may decide to stick it out for another Christmas in the hope that standalone machines will be available at a later date.

Independent dealers may be keen to take the Amiga back at any price, but they may not order quite so many. One retailer of an important independent chain based in Norfolk, Will Copeland, has gone on record stating that if a bundle, or even a standalone machine, had gone on sale at £299, he would have ordered 100 straight away. At £399, he's stated that he'll only be buying ten.

Conversely, Giles Hunter, Managing Director of Guildhall narrated a tale to us at ECTS about his chain of five retail outlets. During the summer they got hold of around 100 A1200s. Due to the high price they had obtained them at, they were forced to sell them on to the public at £350 as standalone machines.

The first couple of weeks on sale were discouraging. In the first week they'd sold one. In the second week five had gone. In the third week fifteen departed from the shops. By the fifth week all of the machines had been sold. This was without advertising of any kind. Their availability had passed through the Amiga grapevine and in retrospect they'd been quickly snapped up.

Due to this, Giles reckons he'll be more than happy to stock the new bundles. "They'll sell, and sell well. There's a latent market out there just waiting to snap them up. 60,000 seems a bit optimistic, but you never know..."



PERSONAL PAINT 6.4

Hailed as a *Deluxe Paint* beater, Cloanto's *Personal Paint* art and animation package represents a terrific introduction to the heady world of graphics packages on the Amiga. Its design means that it's easy to learn and use. The suite of features includes image processing, stereogram generation and animation editing.

Nick Veitch, Editor of *Amiga Format,* awarded version 6.1 a tremendous 88% in *AF68* and couldn't recommend it strongly enough. "It can only be a matter of time and upgrades before this is the best paint package ever," he asserted.

Could this be the upgrade that makes all the difference? We shall be reviewing this version of the software in the next issue.



PHOTOGENICS 1.1A

The strongest of the software packages in the bundle, *Photogenics* from Almathera is an image processor so powerful that it has the potential to beat *Adobe Photoshop.*

We were so impressed with *Photogenics v1.0* that we awarded it a Format Gold of 95% in *AF68* and judged it to be: "...the image manipulation tool that the Amiga has been waiting for a long time".

New users and users upgrading from non-AGA machines will find *Photogenics* a dream to use. It offers unrivalled power and is one of the many programs that users of other platforms would die for.

An upgrade for existing Photogenics owners and those purchasing the bundle is expected to be announced soon.



PINBALL MANIA

The fourth in a series of pinball titles from 21st Century Entertainment.

The game offers four different tables. Each sports its own features and gaming strategies, and on the whole is a reasonably entertaining game. Surprisingly, though, considering that it's A1200-only, it isn't as good as 21st Century's previous title, *Pinball Illusions.* As a showcase for the power of the AGA chipset, it fails.

Most of the Amiga game developers we spoke to expressed joy that *Pinball Mania* had been included in the pack. "New Amiga Magic pack owners are going to be gagging to play a good game after trying out the games in this bundle," said one well-known developer.



WHIZZ

"Stinky armpits" and "minging oxters" were the choice words used to describe this 38% effort in *AF71.*

While we certainly can understand the inclusion of *Pinball Mania* in the Amiga Magic bundle – strong brand name, popular appeal, easy to play – the possible merits of *Whizz* are beyond us. Though A1200-only, it doesn't look any better than A500/600 games, such as *Cannon Fodder.*

The control system is awkward beyond belief and the gameplay content is almost non-existent.

Once again, game developers have cautiously welcomed the inclusion of *Whizz* because they reckon it'll be given about an hour's play and then never be played again. Where was *Gloom* or *Skidmarks* we ask?

The Smith Column



I've just got back from ECTS (The European Computer Trade Show) at downtown Olympia where the suits and pony tails (a lower ponytail count this year, what with Gazza's short-haired fashion statement) were milling around, pressing the flesh and maximising the upsiding of the unit throughput scenarios. ECTS is a trade show, a place where companies come to 'do business', to show off their new wares and to generally flash the business cards.

In the best traditions of investigative journalism, I sat around the bar with several over-priced bottles of Bud, waiting for people to bustle past and eventually bumped into David Pleasance. For those of you new to the Amiga, David was the join top banana at Commodore UK before the Great Fiasco.

Well, aside from looking a little aged, David seems to be doing okay for himself, with a recording studio up and running, but he, like me, was bemused to see no large Amiga presence at Olympia. Aside from a few games (including Team17's – for whom I work – Worms) the Amiga had almost been sliced out of history. Why is this? Here I was at Europe's premier forum for computing shenanigans, and could I see a stand with "Amiga! The Future is Here!"

The scenario being mooted in some quarters that should know better is that Escom are simply getting rid of Amigas left in the warehouses.

writ large upon it? Could I fudge. There just doesn't seem to be a push for the technology, unless you consider the following rumoured scenario which I would like to see refuted or otherwise from official sources before I'm an old man (October 30th this year if you want to send me a card):

The scenario being mooted in some quarters that should know better is that Escom are simply getting rid of inventory (the Amigas left in the warehouses), hence the stupid pricing and the new bundle, but no new machines to speak of for the average person. The company merely bought the name and the technology in order to use the chipset for set-top boxes that can be sold to enable multimedia delivery or even Internet provision.

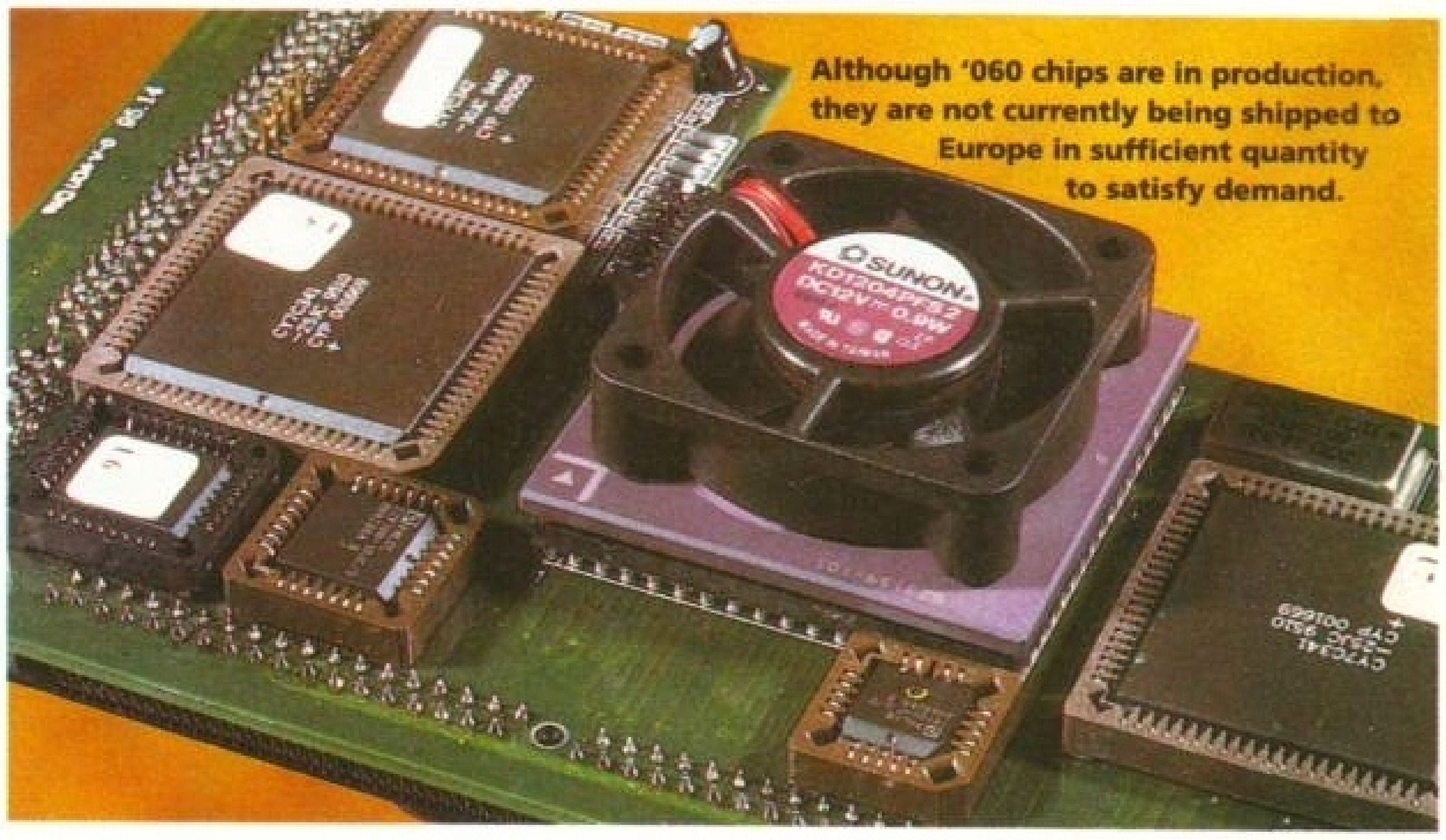
The Amiga, in fact, is heading for small black boxness, being owned by gentrified old ladies from Sutton Coldfield and Walsall, and being set on top of Sonys with Michael Barrymore playing underneath.

Now, call me a demented, drug-addled, old scrote with a Bristol Rovers' shirt for brains, but I think this could be quite a loss to the thousands of families in the country who could do with a cheap, efficient, flexible computer for the home. With all the latest Win95 furore, I would have thought that a small advertising campaign saying "Erm, the Amiga has been able to do this shit for years... and it's cheaper" would have shown some good thinking. But, hey, who am I to comment.

Contact Tim Smith on gashead@cix.compulink.co.uk and gashead@team17.com

The opinions expressed in this column are hardly ever those of *Amiga Format*.

Chip shortage delays accelerator wars



Although '060 chips are in production, they are not currently being shipped to Europe in sufficient quantity to satisfy demand.

The designers of both the Falcon and the Blizzard accelerator cards are claiming to have 68060 versions all-but ready – but they can't ship yet due to a worldwide shortage of the '060 chips.

The Motorola '060 is the fastest processor in the 68K family, the range of chips chosen to power the Amiga and Apple Macintosh range of computers.

The chip, which is the rough equivalent of the Pentium processor found in modern IBM compatibles, is also more efficient than earlier members of the family.

This improved efficiency and lower current requirements mean that the '060 does not generate as much heat as the 68040, which had previously been a major headache for designers.

However, one of Motorola's major customers, Apple, have chosen to move over to another processor for their new range of computers, the PowerPC RISC chip, also manufactured by Motorola.

This and other factors have meant that although '060 chips are in production, they are not currently being shipped to Europe in sufficient quantity to satisfy demand.

It may be some more months before boards such as the Blizzard 1260 can be produced in quantity and, in a sellers' market, the chips may cost more than accelerator manufacturers counted on.

Amiga Technologies will also be attempting to secure supplies of the '060 chip for the faster version of the A4000T, tentatively scheduled for a November release.

The Falcon '040 board is reviewed on page 92 of this issue.

How Much?

At the recent Amiga Technologies press conference, the specification and price of the A4000T was revealed.

Amid gasps of disbelief and muted mutterings, John Smith, UK Sales Manager of Amiga Technologies, revealed that the tower would have the following spec: Workbench 3.1, a 25MHz 040 processor, a 1Gb hard drive, 6Mb of RAM and the Amiga Magic software bundle, including *Scala MM300*.

The price has been set at a frankly astonishing £2,230 including VAT.

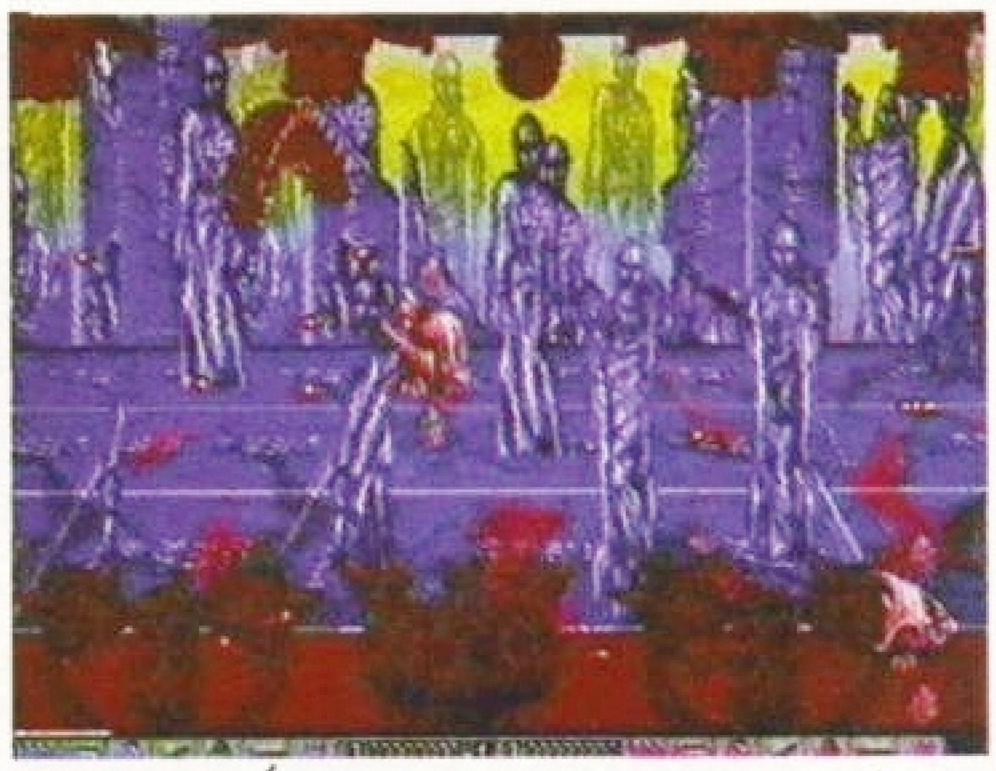
Compared to the price of Pentium PCs, *Amiga Format* believes that this price is ludicrously high and uncompetitive, even for the corporate multimedia market..

Maybe Amiga Technologies will prove us wrong. Maybe...

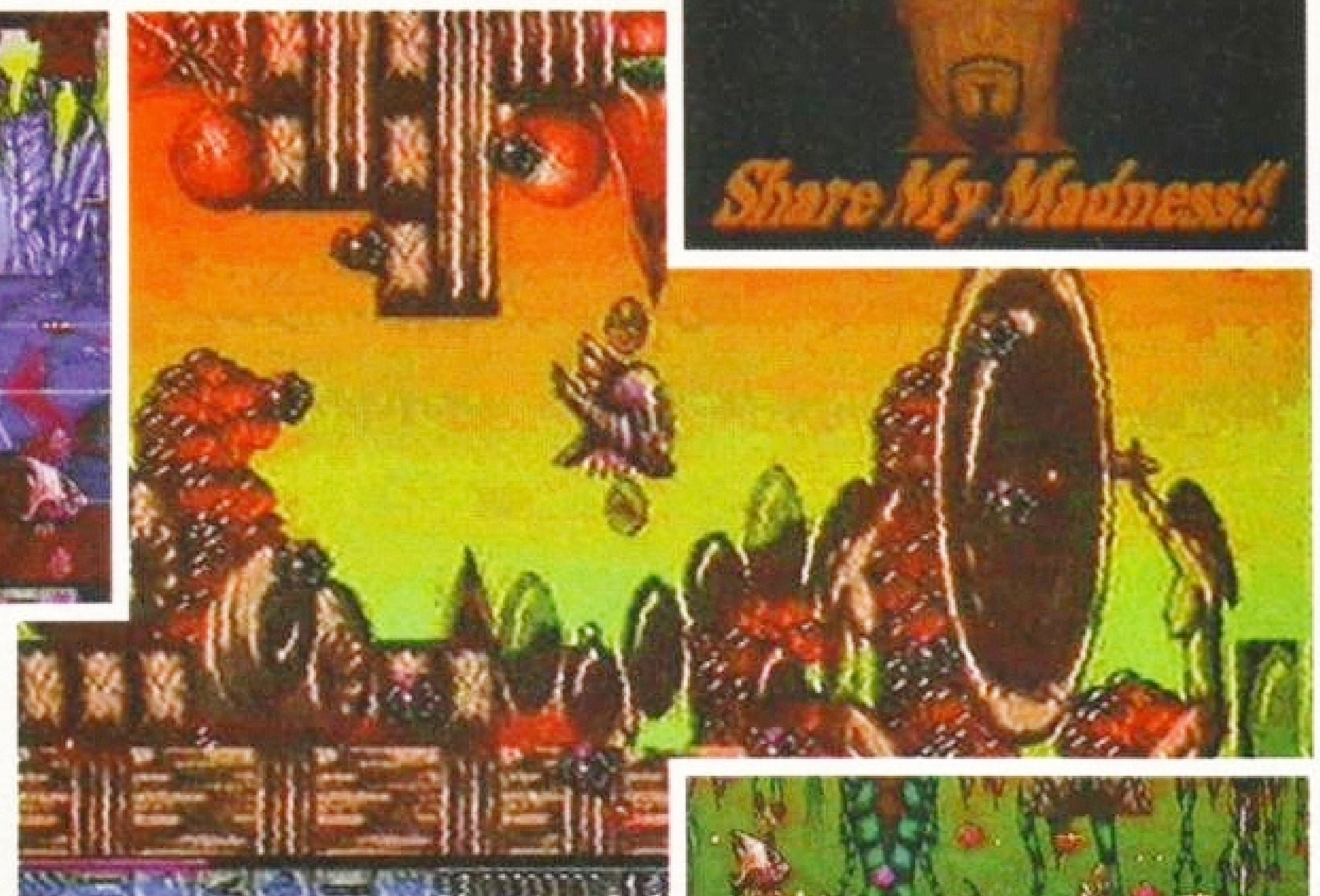


The A4000T will undergo a re-design in the new year.

The Amiga has Atrophied

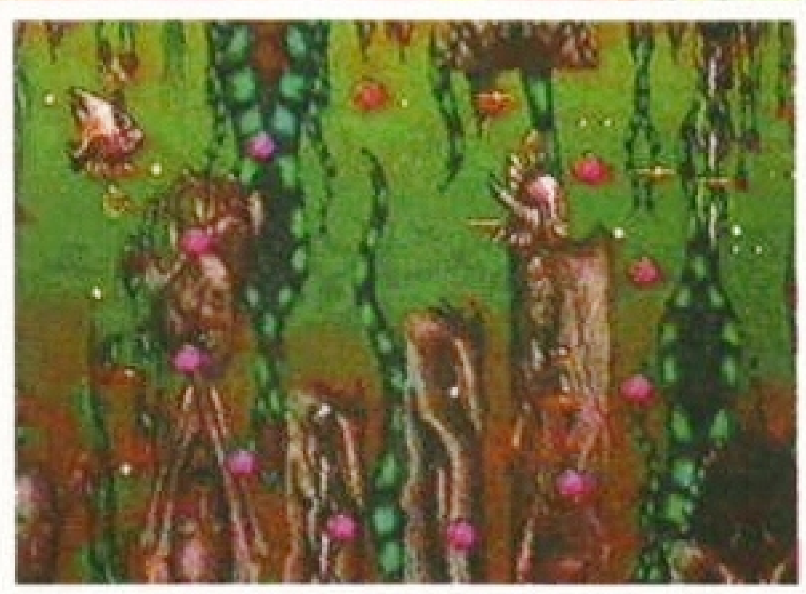


If you look closely enough, you can see the different layers of parallax.



Underpinning Interect's commitment to the Amiga is their plan for three more games.





New Amiga software developer, Intersect Developments, have pledged themselves to the cause of innovative, AGA-specific programming techniques in games.

Their first game, a horizontally scrolling shoot-'em-up going by the name of *Atrophy* will feature, they claim, "AGA techniques and hardware tricks never seen before".

Rather than be concerned with the millstone of programming for OCS/ECS machines, Intersect have opted to squeeze every last ounce of power out of the, up till now, sadly under-utilised AGA chipset.

Format received a video of several levels of the game in play. The scrolling was impressive, as was the size of the main player-controlled sprites, the parallax scrolling and the use of colour.

COMPLETE DEDICATION

Even more impressive is Intersect's commitment to the Amiga scene: "We are completely dedicated to the Amiga and everything it stands for..."

Despite being relatively unheard of, Intersect have been around for over nine years in one hardware programming form or another.

In their correspondence with us they mentioned that talks were in progress with a publisher.

Format can exclusively reveal that the publisher, barring any mishaps at the last hurdle, will be none other than Guildhall.

Guildhall, the people responsible for bringing top grade, innovative games to the UK Amigas, such as *Skidmarks, Super Skidmarks, Roadkill, Guardian, Fears,* and *Gloom,* reflect the spirit of Intersect.

"Amiga programmers are the most talented around," enthused Giles Hunter, MD of Guildhall. "They care passionately about the machine they program. That's why they come to us. They know that we treat them as people and not as numbers the way the big boys do."

Atrophy should be finished by mid-October, in time for a Christmas release. Three other projects are currently "under construction". We'll bring you the details as and when we get them.

Multimedia madness

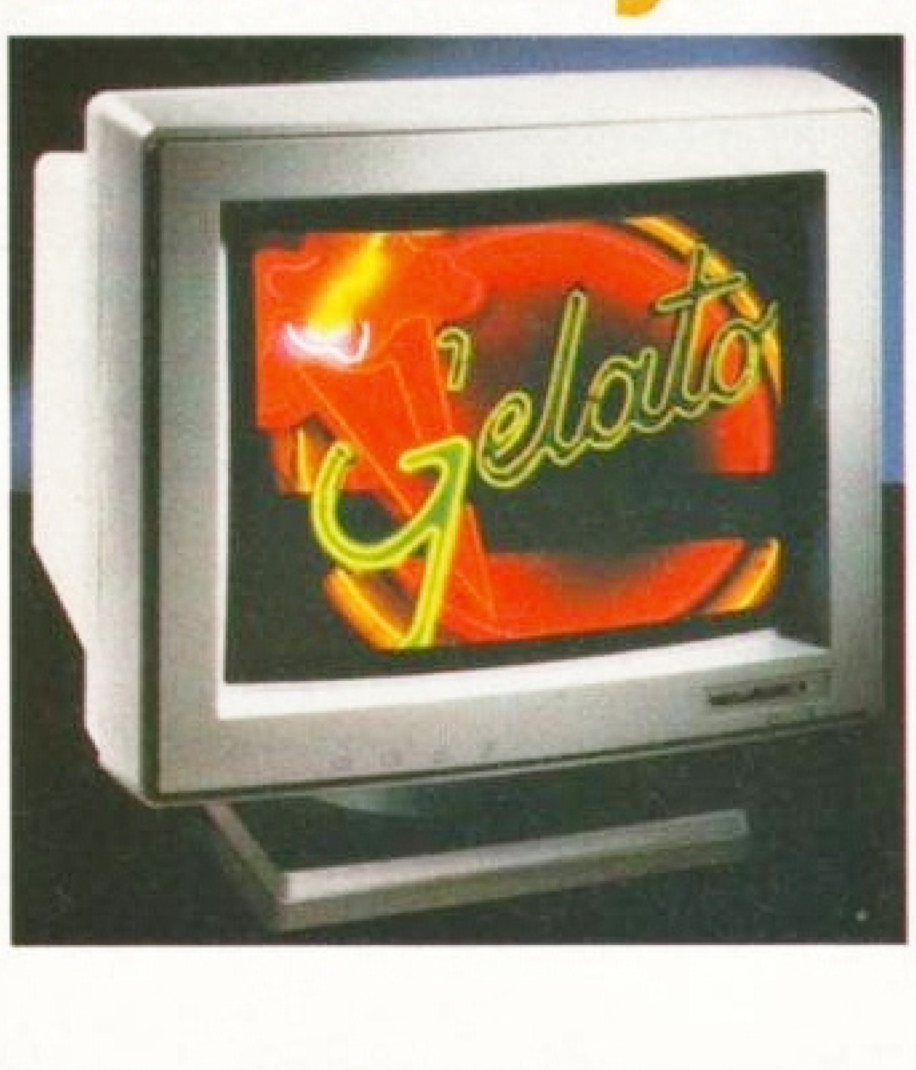
Unfortunately, we made a gaff in last issue's review of the excellent *Scala MM400.*

We quoted Meridian Software Distribution as the distributor of this product, when in fact it is Silica.

The correct price for Scala MM400 is actually £299.

To order your copy, or to find out more about this program, call Silica on 0181 309 1111.

Multi-Sync Monitor



In order to compliment the new Amiga bundles, Amiga Technologies have licensed a 15-38KHz multi-sync monitor from Microvitec.

Featuring a 14 inch screen and a .28 dot pitch, the monitor will display any of the Amiga's native resolutions.

The price has been set at a very reasonable £299 and, unlike the A4000T, represents very good value for money.

The new monitor from Amiga Technologies Gmbh. Yesterday.

niblets

AMIGA ARTIST EXHIBITS WARES

Amiga artist Paul Hamilton will be exhibiting his work at the: Reflections Gallery in Exeter & Devon Arts Centre, Gandy Street, Exeter from 4th – 28th October.

Admission is free and visitors will be able to view Paul's dye sublimation prints at their leisure.

The pictures themselves were created using *Photogenics 1.2, Real 3D v2.4,* and *DPaint 4 AGA* on an A4000/030.

ATTENTION ALL AMIGA ANIMATORS

Josh Clark, Editor in Chief of Gaijin Press, is currently working on an animated version of his cartoon strip character, Ariel High School Devil.

But he needs the help of talented Amiga animators if his idea for a commercial video is to come to fruition.

He can't guarantee payment unless the project is successful, but royalties are on offer if the video sells.

Anim5 files are the ideal format although Josh stressed that he can take almost any other format.

Any animation work is acceptable and, indeed, welcomed. Animators whose work is chosen can expect to be sent a script.

Send your animations to Josh at 2 Birkdale Drive, Immingham, Grimsby, DN40 2LB. For more information, telephone 01469 574 623.

The Bradford Column



Well, no doubt you've read all about the new A1200 bundle by now. Predictable it may be, but even the most jaded cynic would have to admit that there are some jolly impressive products in there.

However, with the A1200 rising in price, and PCs continuing to fall, the difference between a 486 (66MHz, 4Mb RAM, 540Mb hard drive and SVGA monitor) and an A1200HD with monitor is barely worth mentioning. Indeed, by the time this is printed, the Amiga may even be more expensive, depending on where you shop.

Trying to match the PC software bundles, with their "all things to all men" approach, is one way of reclaiming market share, but I would prefer to see Amiga Technologies offer the Amiga as solutions to particular needs. How? By launching a minimum of half-a-dozen bundled packs, each containing complimentary software packages based on a theme.

Impractical? Not at all: the only difference between the packs would be the bundled software. A retailer would therefore only need to stock one of each software pack and just one machine, yet be able to satisfy six individual customers' requirements.

There could be packs based around business, games, video, art, music, education and creation. The creation pack could include something like Blitz with oodles of add-ons for instance, plus enough easy-to-understand tutorials (maybe from AF back issues?) to get a complete novice 'creating' almost immediately.

"Trying to match the PC software bundles, with their 'all things to all men' approach is one way of reclaiming market share."

Amiga Technologies could then sponsor these new software authors, perhaps setting up their own label to publish the best examples. Some of the bundles could be even more carefully targeted; education could have several sub-choices, such as English, Maths, History, etc.

As for marketing, each bundle would have a different target market, so should be promoted in suitable specialist publications, such as those aimed at music/camcorder/education or whatever, enthusiasts.

Aren't salesmen these days taught to "sell the benefits – not the features"? So when Jo and Joanne Bloggs wander into their local Escom because they've been told they need a computer, the salesman should first make the effort to discover what they actually need it for and then recommend accordingly.

After all, given the choice between finding their own niche software to run on their £1,500, multimedia mega machine, or buying a complete solution in one box for £499, what do you think they'd choose? Amiga Technologies should give them that choice.

Contact Dale Bradford by fax on 01633 896087.

The opinions expressed in The Bradford Column are hardly ever those of *Amiga Format*.

Gloom, Gloom, Gloom

Fans of *Gloom* will find themselves very well catered for in the next few months. Black Magic are set to release *Gloom Deluxe*, a *Gloom* Data Disk, and *Gloom 2 CD³²*.

Gloom Deluxe will feature enhanced graphics and is set to run on any Amiga with 2Mb of RAM and an accelerator. The High Street date for release is the end of September.

The *Gloom* Data Disk caters for existing A1200 *Gloom* owners and features a cornucopia of new levels with 'enhanced' graphics. Street date is set for around the end of October.

Last, but not least, of the new offerings is *Gloom 2 CD³²*. The title is going to be changed to sound a bit more exciting, but the game itself will feature the same engine, driving a set of new levels with superior graphics.

The release date has been set for the end of October.





Black Magic. One of the few developers dedicated to showing off the real power residing in the AGA chipset.

Digita Upgrades on the way

Existing owners of Digita products may be wondering why they haven't heard about the upcoming release of *Wordworth 4* before it appeared in the Amiga Magic bundle. Jeremy Rihll, Managing Director of Digita told us:

"I am sure our users will understand that our first priority has been to support Amiga Technologies with the re-introduction of the Amiga. Now that we have successfully accomplished that task, we are working flat out toward finishing the upgrades."

"All registered Digita users will be fully briefed and offered the opportunity of low-cost upgrades in the forthcoming Autumn edition of the Digita Newsletter."

Final Calc – release looms

It seems like a long time ago that we previewed *Final Calc*, the final piece in an impressive suite of software from Softwood, more notable for *Final Writer*.

It *was* actually a long time ago – way back in *AF70* – but we haven't forgotten what promised to be the best Amiga spreadsheet software ever.

It's certainly something that would show up expensive software found on the Mac or PC, with features such as Postscript support, regression analysis, background recalc and a problem solving tool, to say nothing of an impressive selection of graphs.



It seems that after much testing, *Final Calc* is almost ready to be released to the starving masses and we hope to bring you the definitive review in the next issue.

Leading Edge Set To Explode With Guildhall



Eight player entertainment with the use of one serial link. Beat that Mr. Sony.



80 levels, seven scenarios, and up to eight-player entertainment. Makes the SNES look a bit poor when all's said and done.



Leading Edge, a youhg, dynamic, innovative software developer look set to tie the knot with software distributor Guildhall in a move that should prove lucrative for both parties.

Leading Edge are putting the final touches to their AGA-only *Bomberman/Dynablaster* clone, *Blitz Bombers.* As the name implies, the program has been written using the programmers' development system of choice, Blitz Basic.

We'll have a full five levels of the game on next month's Coverdisk.

As a bit of a sneak preview, we can let you know that Bombers will feature 80 levels taking place over seven different scenarios and include four sub games such as; *Tag, Pang, Pac-Man,* and *Go Karts.*

Alluringly, Leading Edge have followed the lead set by Acid's *Super Skidmarks* and included a Hi-Res 8-player link which will display the whole maze over a serial link with two Amigas and two screens.

Also included in Leading Edge's development plans is a game called *Halls of Champions.* This is going to be a *Virtual Fighter* style, 3D polygonal fighting game.

The fact that this hasn't been attempted before hasn't daunted Leading Edge.



We wish them luck in their endeavours and look forward to reviewing the finished edition of *Blitz Bombers.*

niblets

A1200 FIXES.

Binary Emotions, the programmers of *Speris Legacy* are offering a unique solution to readers who may experience problems with older games that do not work with A1200s/A4000s.

They claim that they can fix 95% of these games so that they will work on the newer machines. The fix costs £2.99 per game plus 50p p&p. Anyone who upgrades now that Amiga Magic is here may find this service of use.

For more information give Andrew a call on 01722 416074.

IF YOU LIKE THAT SORT OF THING

Vauxhall Motors are the first UK car manufacturer to launch an interactive advert on the Net.

Hailed as "different from the normal 'list-like' websites", the user explores and experiences the Frontera through a menu of interactive screen displays featuring sound and video playback.

The ad can be checked out in design terms at http://www.vauxhall.co.uk

New Net Headache For Europe's tax men

Despite the proclamations by Net 'freedom fighters' that dissemination of information is the biggest single threat to the autonomy and continuity of oppressive central government, it seems that an army of Net bargain hunters are transcending their more vocal brothers and sisters in the realm of practicality.

Differences which still exist in taxation and import duties across the European Union mean that Net use can put the discerning user in the know about where to go for bargains.

Britain's already regularly raid France for booze, the French trespass on Belgium to buy cars and the Germans invade Poland for sausage and just about anything else going.

Countries unable to offer lower taxes for whatever reason may find themselves priced out of the consumer market. That this exposure to the real power of 'market forces' will cause political instability is beyond doubt.



Just what effect this is likely to have in an increasingly paranoid world remains to be seen. Expect it to be a good laugh though.

"There's just one more target to light on the arrest row and we'll be able to bring judgement on a prisoner. If guilty, sentencing is next..."

PINBALL MANIA PAGE 51

Amiga – The Film Makers Computer of Choice



A radical mix of film and video techniques coupled with innovative use of the power of the Amiga helped American film director Chaim Bianco assemble an award winning and critically acclaimed film.

Entitled the *Pope of Utah*, the film satirises the future of TV evangelism. So far, the film has won the Best Feature Award at the Chicago Underground Film Festival and the Raindance Festival in London.

The video of the film has been released on the new Screen Edge video label and will be available to buy or rent from the 25th September.

The *Pope of Utah* is a dark comedy, sports a certificate 18 rating, and will cost £12.99.

For more information, telephone 01253 712453 or, alternatively, point your WorldWideWeb server at: http://www.state51.co.uk/state51/visionary/

Info Nexus update

Last month we gave you the excellent demo versions on *InfoNexus 2* and *DataNexus*, but we completely forgot to tell you that Optonica have some great deals on the full versions of this software especially for *AF* readers.

The special offer price for the *InfoNexus 2* bundle is £24.99, inclusive of postage and packing for UK residents (add £2 for overseas orders). If you are still unconvinced, why don't you read the review on page 100?

Please hurry up and send me a copy of *InfoNexus 2* at the jolly reasonable price of £24.99. I have made my cheque payable to Optonica Ltd. and understand that the postal system isn't perfect, so I may have to wait a bit before it arrives

Name...

Address...

....

Post Code...

Send your order to:
***Amiga Format* Offer, Optonica, 1 the Terrace, High St., Lutterwoth, Leics. LE17 4BA or order by phone on 01455 558282. Trade enquiries welcome.**





Format Inspires 3D User Group

Amiga Format reader Spencer Jarvis was so inspired by the *Imagine* Coverdisk given away with issue 53 that he started an Imagine User Group.

The group, formed in January 94, has a couple of dozen members. Spencer contacted us because he would like to see the group grow. It offers a valuable object and attribute finding service, a monthly newsletter and unlimited technical support.

Beside membership of the group, Spencer is also offering an annual competition with prizes and a free disk with a selection of attributes and objects to new members.

In all, the club boasts a collection of over 3,000 objects, 600 attributes, 300 bumpmaps and 60Mb of text – all of which are available to club members.

For details of how to join this enthusiastic club, phone Spencer on 0585 102633.

"Which of these proves the best for end users is a matter of considerable debate on Usenet at the moment, with the chief consideration seeming to be which of the programmers is the biggest git."

AMIGANET PAGE 122

EMERALD Creative Technology

AMIGA HARDWARE

Video

Item	Price
Squirrel SCSI interface	£59.95
Pro Grab 24RT SHVS **New Version**	£125.95
24 Bit Real-Time Colour Frame Grabbing	
Rendale 8802 Genlock	£159.95
Rendale 9402 SVHS	£279.95
Vidi Amiga 12 AGA	£64.95
Vidi 24 RT	£149.95
Vidi 24 Pro RT	£209.95

Ram Cards

Item	Price
A500 with 0.5Mb	£14.95
A500+ with 1Mb	£19.95
A600 with 1Mb	£24.95
A600 with 1Mb & clock	£32.95
A1200 unpopulated	£59.95
A1200 with 2Mb	£129.95
A1200 with 4Mb	£179.95
A1200 with 8Mb	£299.95

Modems

Item	Price
X-Link 14.4k Fax & Data Modem	£129.95
X-Link 28.8k Fax & Data Modem	£232.95
X-Link 14.4k Modem with GP Fax	£169.95
X-Link 28.8k Modem with GP Fax	£272.95

All Modems Are BT Approved

Disk Drives

Item	Price
A500 Internal Floppy Drive	£35.95
A600 & A1200 Internal Floppy Drive	£38.95
Quad Speed CD Rom Drive for A600 & A1200 with SCSI Interface	£299.95
2.5" 340Mb Internal IDE Hard drive for A1200 and A600	£169.95
2.5" 510Mb Internal IDE Hard drive for A1200 and A600	£249.95
2.5" IDE Cable	£8.95
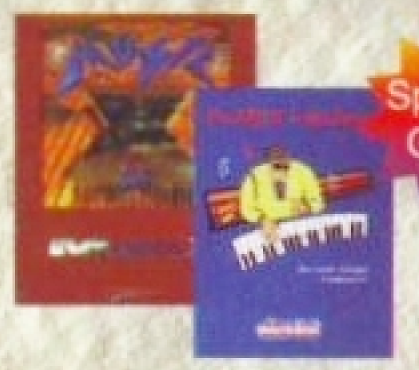
All Hard Drives Come With Installation Software

Other

Item	Price
Naksha Greyscale Hand Scanner for Amiga 500 and 500+	£59.95
Tabby Graphics Tablet	£57.95

DESKTOP MUSIC

Item	Price
Bars&Pipes Pro v2.5	£199.95
Upgrade - v2 to v2.5	£79.95
Upgrade - coverdisk to v2.5	£149.95
Internal Sounds Kit	£24.99
Multimedia Toolkit	£24.99
Peformance Tools Kit	£29.99
Power Tools Kit	£29.99
Pro Studio Kit	£29.95
Rules for Tools	£29.99
PatchMeister	£79.95
SuperJAM! 1.1+	£59.95
SyncPro SMPTE Box	£151.95
Triple Play Plus	£159.95
Aura 12 bit Sampler	£79.95
Megalosound Sampler	£23.95
Music X 2	£49.95
Pro Midi Interface	£19.95
Technosound Turbo 2 Pro **New**	£25.95

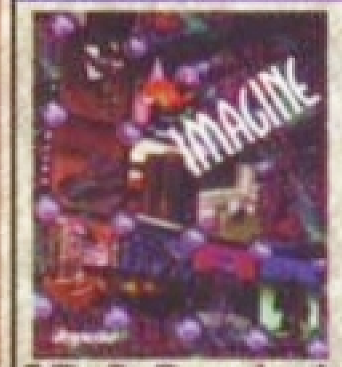


Special Offer

For a limited period only we're offering **Music X v2** and a **Microdeal Pro Midi interface** for just **£64.95**, a saving of £5 over the usual prices !

Special Offer — Bars & Pipes v1 Manuals - the perfect companion for your cover disk ! Just £29.95 — Special Offer

GRAPHICS



Imagine 3 Rolling Upgrade program Includes Imagine 3.1 to 4 ! You must have Imagine 3 to qualify. 3.1 - 3.3 in stock now.
£99.95

3D & Rendering

Item	Price
Vista Pro 3.0	£27.95
Vista Lite	£24.95
Makepath for Vista	£9.95
Terraform for Vista	£9.95
Imagine 3.0	£99.95
Caligari 24	£89.95
Caligari Broadcast v3.1	£249.99
Essence vol 1 + Forge	£79.95
Essence vol 2 + Forge	£79.95
Pixel 3D Pro II	£94.95
Real 3D Classic	£59.95
Real 3D v3	£319.95
Real 3D 2.4 to 3 upgrade	£166.95

Image Processing

Item	Price
Art Department Professional v2.5	£139.00
Epson GT6500 Scanner Software	£89.95
ASDG Pro Control	£50.95
Morph Plus	£129.95
Image FX 2 (AF 95% !!!)	£184.95
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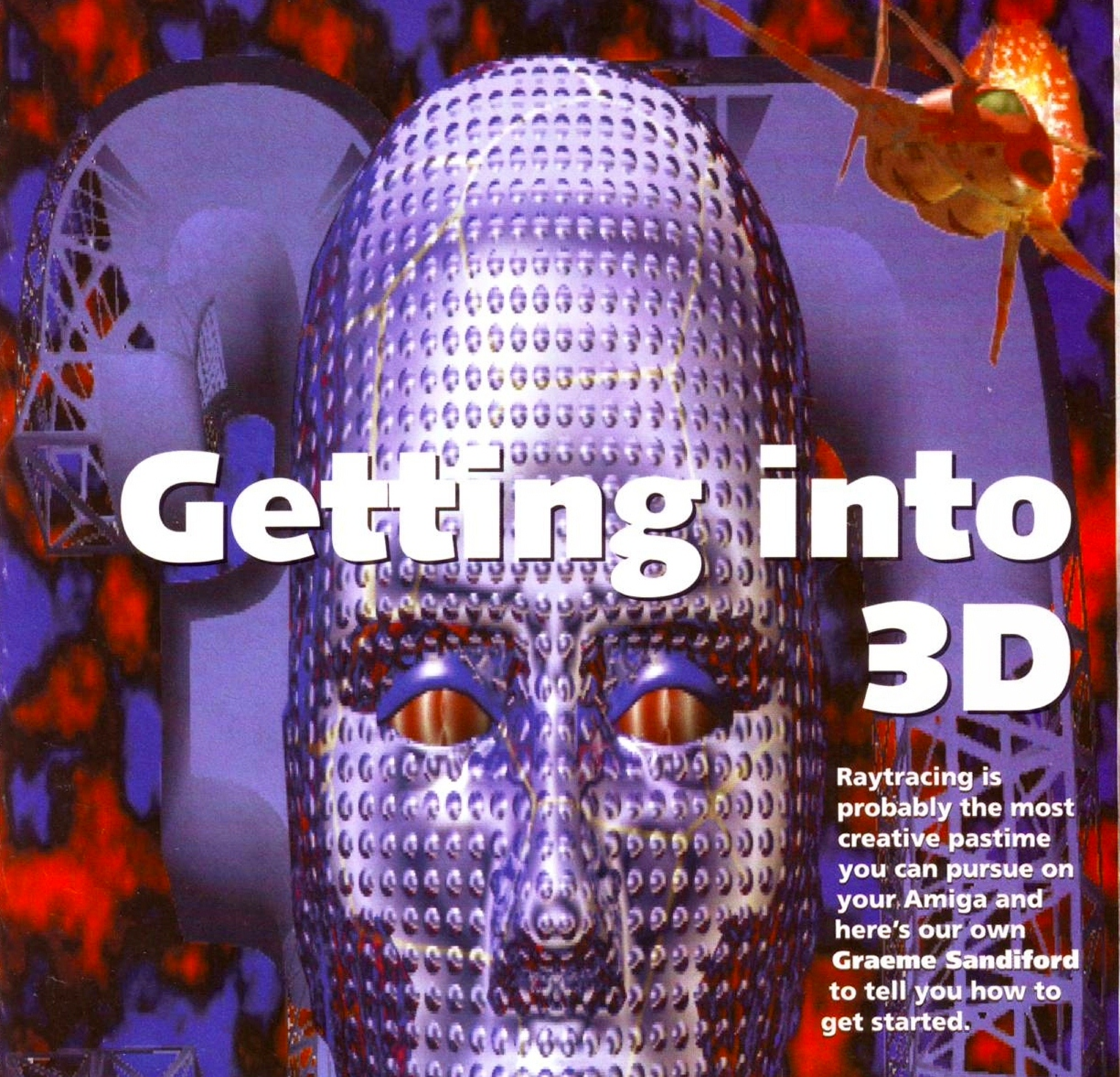
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Getting into 3D

Raytracing is probably the most creative pastime you can pursue on your Amiga and here's our own Graeme Sandiford to tell you how to get started.

Psst, let me tell you a secret – the film and TV industries are being revolutionised by computer graphics. What, you know already? Well that's not surprising with so many films and TV programs featuring mind-blowing special FX that have only been made possible through use of new computer technology.

In fact, computer graphics technology is now so sophisticated and realistic that it is all but impossible to tell the difference between live action and computer-generated sequences.

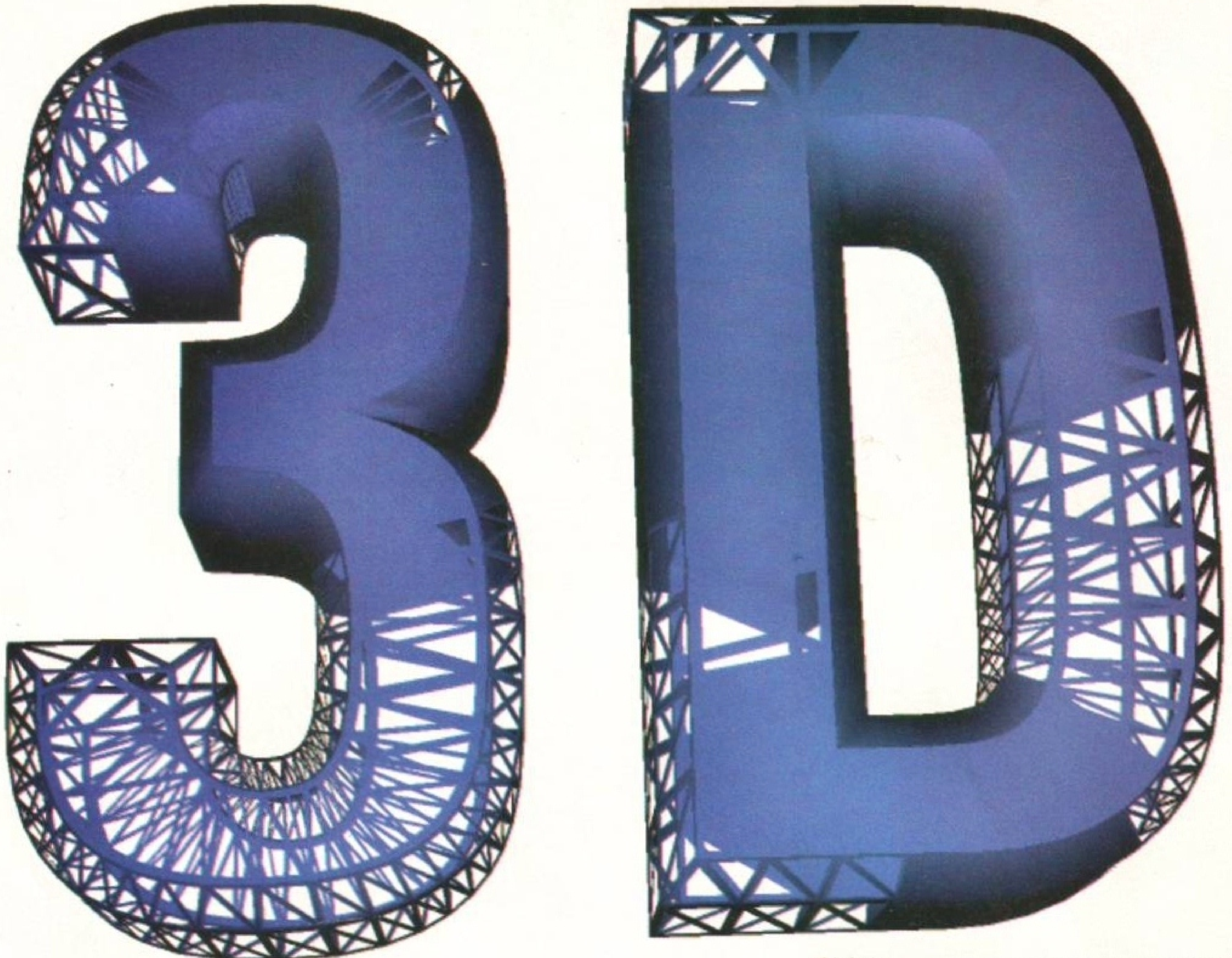
Computer graphics have reached the point where if the script-writers and directors dream something up then it can be created by computer and, more importantly, made to took as real or unreal as they want.

Graphics technology has progressed so swiftly that films like *Terminator 2* and *The Lawnmower Man* that were wooing cinema audiences just a short while ago are being over-shadowed by new productions like *Lawnmower Man 2: Job's War*, *Johnny Mnemonic*, *Casper The Ghost*, *Virtuosity* and the gut-wrenching *Species*.

One reason for this is the new generation of 3D programs available. However, it isn't just the "big boys" like Industrial Light and Magic (ILM) or Amblin, with their multi-million-dollar rendering farms, that have all the fun – you can grab a piece of the action too.

The next six pages explain the secrets behind stunning 3D graphics, how you can get into it with your Amiga, what programs are out there, what hardware you'll need and even how you can get a job in this exciting industry.

Continued overleaf ➡



This huge 3D image was created using *Imagine*'s spline and detail editors. The main object was created with the spline editor and the construction effect was created with the Lattice command.

So what exactly are 3D graphics and why are they so special? Mentioning 3D immediately conjures up images of people wearing multi-coloured glasses or virtual reality headsets. This is because at the moment it is impossible to view images or animations in true 3D on the 2D display of a monitor, TV or cinema screen. So what do we mean by 3D graphics?

The term 3D graphics refers to the creative process rather than viewing the result. A 3D graphics program can best be likened to a miniature universe where the three spatial dimensions (X, Y and Z) are taken into account and into which can be placed objects – just like the real world. Instead of drawing images as you would on a canvas or in a paint program, you build objects in much the same way as a sculptor or model-maker would, creating a virtual object with height, width and depth.

One advantage of this is that once you've built an object and want to create an animation you don't have to make an object for each changing frame as you would if you were drawing a two-dimensional image. An object can be rotated, moved, sized and altered in many other ways, limited only by the abilities of your software. Just as in the real world objects can be given different colours and textures so that they can look more realistic.

LET THERE BE LIGHT

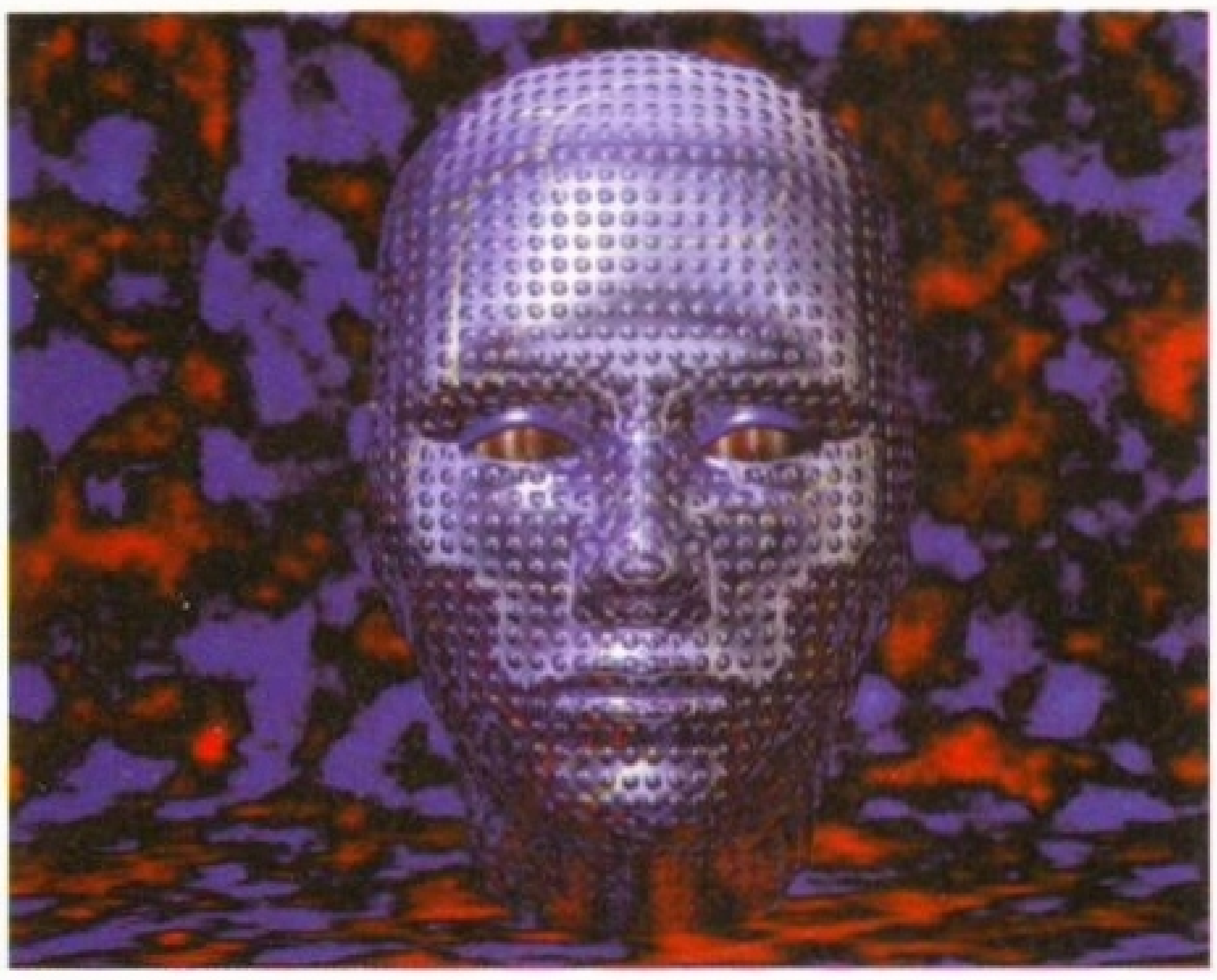
One of the most important factors to be considered when trying to make a realistic image is lighting. Anybody who has studied art will recognise the Italian word Chiaroscuro (light and dark) which describes the relationship between light and shadow – contrast – which can give a picture extra definition, depth and an appearance of solidity.

This is one of the reasons why, even when they are not highly detailed,



Blow-by-blow

These images show *LightWave* doing what it does best – cinematic effects. The smaller ship moves into the destroyer's line of fire and then – wham! – blows into a million pieces. A lensflare and several null objects make for a spectacular explosion.



images from 3D programs can appear realistic. Most 3D rendering packages actually simulate the way that we see images by emulating the way that light bounces off, is absorbed, or passes through objects.

Especially when lighting is combined with moving objects, the human brain takes in the shifting shadows in an image, which behave in much the same way they would in real-life, and attributes them to the physical laws it takes for granted with the result that it "sees" the objects as being solid.

This head, rendered in *Imagine* shows how effective bump maps can be if they are mixed with the right attributes.

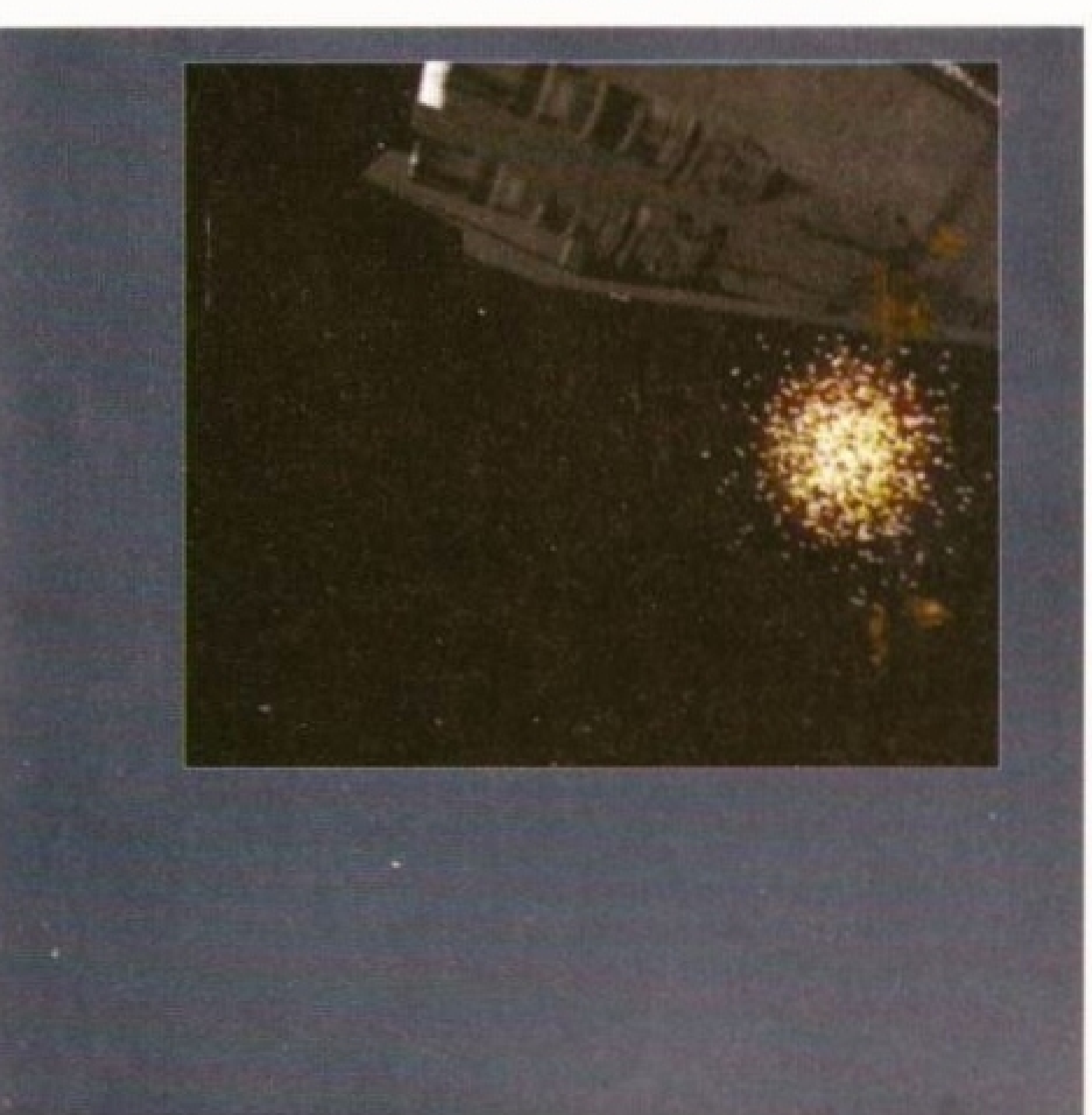
THE STARTING POINT

Right, that's the basics of computer graphics, but of course there is a lot more to it than that. Before you can start rendering your masterpieces or generating award-winning TV programs like *Babylon 5* there are many more concepts and techniques that you'll have to understand and master.

The starting point for any 3D project is building the models because you won't have interesting animations without anything to feature in them. Modelling is the most time-consuming (in terms of human effort) element of a 3D project and many animators see it as a necessary evil and try avoid it – even if it means paying companies like ViewPoint Creative Labs to supply them,



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LightWave 3D 3.5

£816 ● Premier Vision ● 0171 721 7050

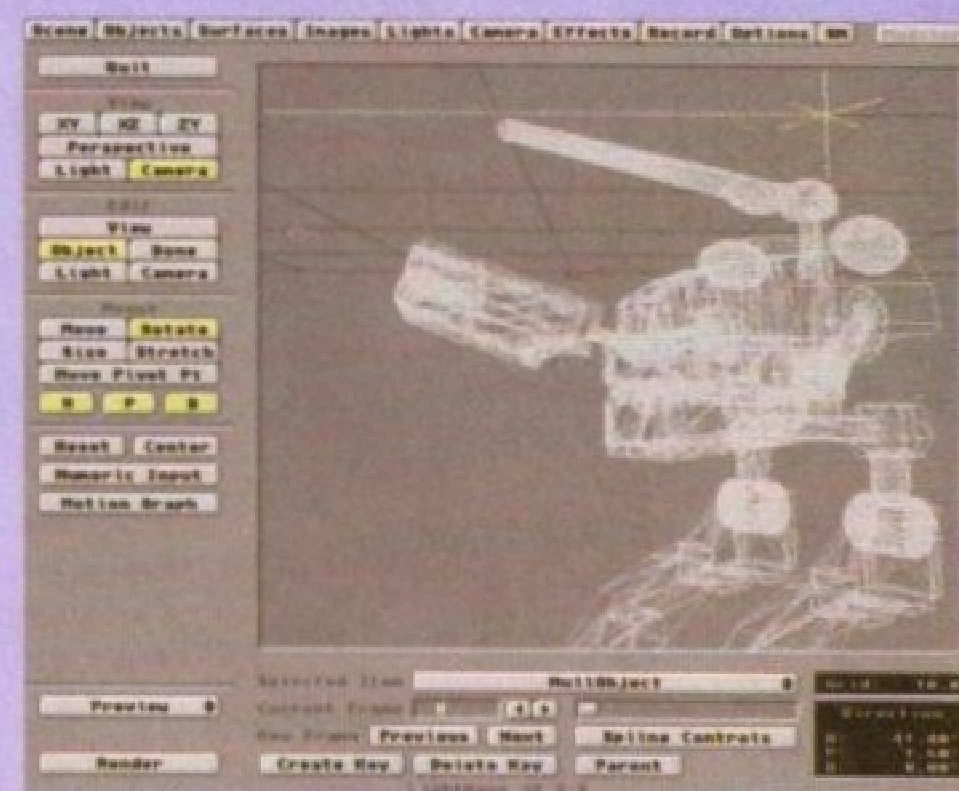
Revered by many as the ultimate combination of ease-of-use and power *LightWave* has established itself as the Amiga's premier 3D package. Formerly only available with the NTSC-only Newtek Video Toaster, the stand-alone version of the program has made great inroads in to the European market.

LightWave's biggest selling-point is its very intuitive interface which takes a cinematic approach to animation, with cameras and lighting set ups that will be familiar to anyone involved in video or theatrical work. Even people who have never used a 3D program before can very often find themselves producing quality animations surprisingly quickly.

This is the ideal choice for someone who wants to get into animation at a professional level quickly because it is ideal for creating flying-logo and space animations. However, at the moment it isn't that hot on character-based animation.

Another great help to its success is its use in numerous TV and film productions. This role has proved that the Amiga is a viable alternative to expensive workstations. Rendered images from *LightWave* tend to be very clean and are typified by good lighting effects and by a great deal of over-kill in the lensflare department too!

LightWave 3.5 was criticised for not having power tools like inverse kinematics and collision detection built-in. However, several third-party manufacturers are producing add-ons capable of such work. *Version 4* is expected soon and should have lots of new features such as inverse kinematics and a plug-in architecture for adding third-party modules.



LightWave's biggest asset is its interface which is incredibly easy to use – as is its animation system.

Real 3D 3

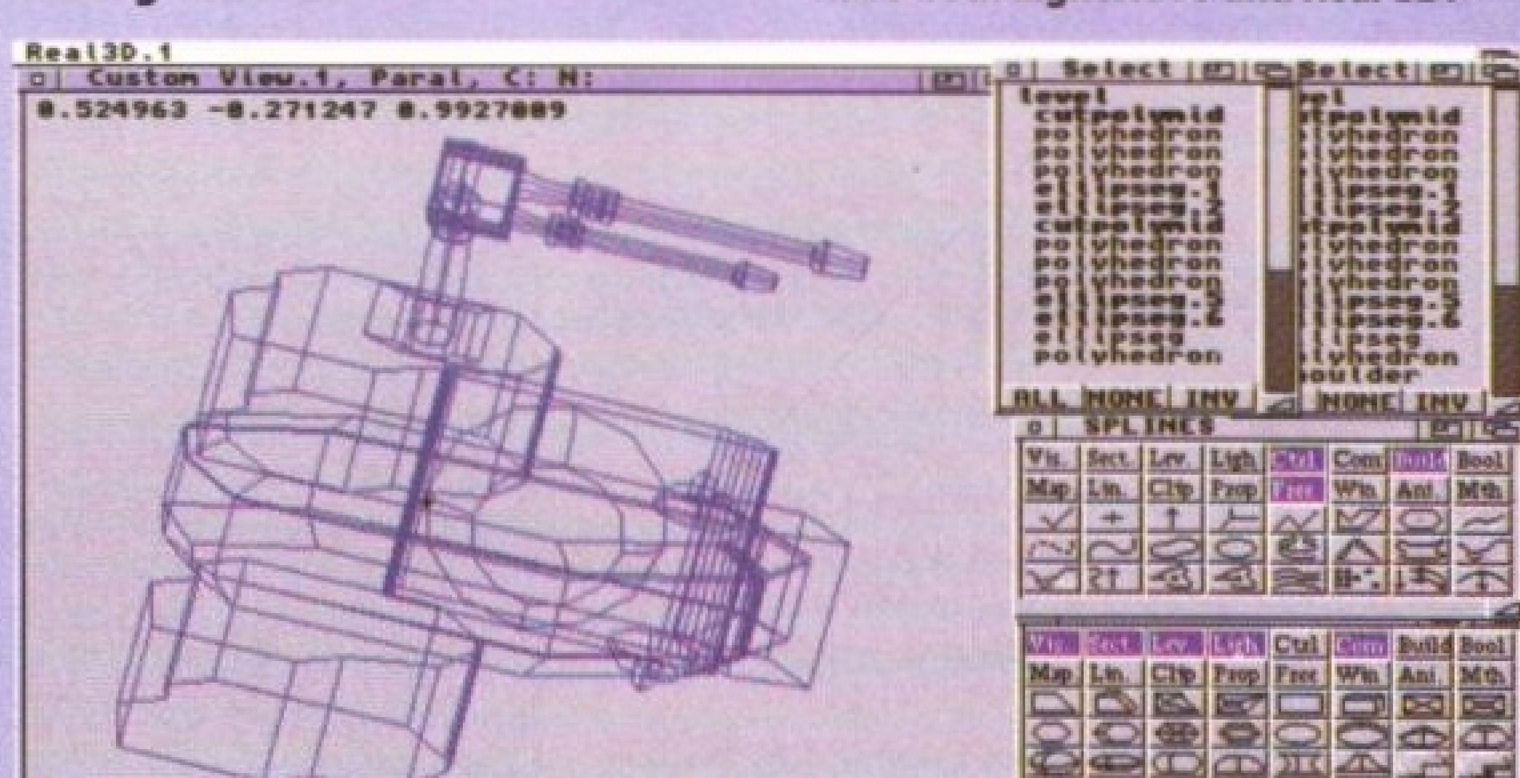
£399.95 ● Activa UK ● 0181 402 5770

The arrival of the original *Real 3D* heralded the arrival of a new age for Amiga 3D graphics, enabling the easy creation of complicated objects and realistic surfaces. However, it was overshadowed by *Imagine 2* and now plays second fiddle to *LightWave* despite being more powerful.

The main problem with *Real 3D*, especially version 2, is its complicated interface. This is a shame because this is the most powerful program on the Amiga and it has some truly amazing features.

Version 3 has addressed some these problems by improving the manual which has made it easier to learn how to use the program.

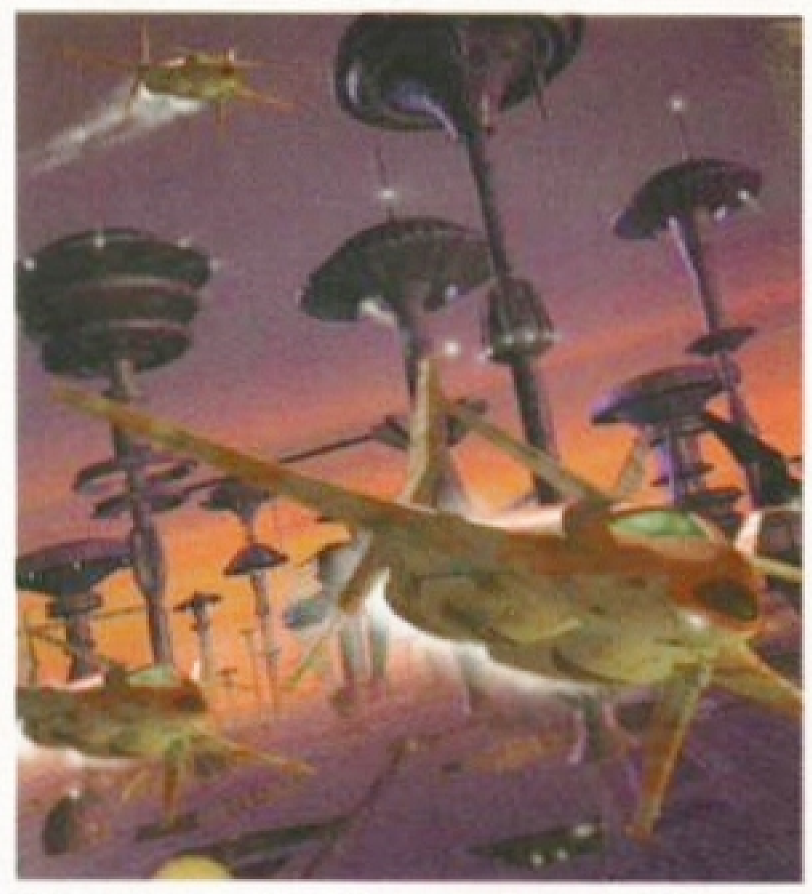
Real 3D 3's features include the best inverse kinematics of any Amiga 3D program, a large repertoire of primitives, excellent Boolean operators, good spline patch tools, shrink-wrapping which can deform objects with other objects, a powerful particle system and collision detection. In a perfect world it would be ideal to have both *LightWave* and *Real 3D*.



This interface may look over-complicated, but it's the way I like to work, which is one of the good points of *Real 3D*'s interface – its incredible configurability.



Real 3D's superb spline tools make creating shapes like these a piece of cake.



This is the work of German 3D guru, Tobais Richter, taken from the *Light Works* CD-ROM.

especially when a project has a tight deadline.

However, no matter how time-consuming it is modelling is an important factor. As a result, a good range of easy-to-use and powerful modelling tools should be one of the first things you have in mind when purchasing a 3D program.

There are two types of modeller on the Amiga; solid and skin modellers. The difference between them is that skin modellers create objects that are hollow and only have a skin whereas solid modellers create models that are solid.



THE PRIMITIVES

Another important part of modelling are primitives. No, not individuals with sloping foreheads, rather these are basic building blocks for creating a model. They are simple mathematically-defined shapes that include things such as spheres, cubes, planes, pyramids, polyhedrons and discs.

These are usually the starting point for most models because the best way of modelling is to start with a simple shape and then add more and more detail. While not very complicated by themselves, or particularly visually inspiring, these simple shapes can be joined together or used to remove pieces of each other to form more complicated objects.

This process of addition or removal is accomplished through Boolean operators. These use Boolean logic to create new shapes from intersecting objects. For example, the And Boolean operator removes all parts of the objects operated on that do not overlap.

The Or operation does the exact opposite and effectively combines objects. One of the best range of Boolean operators can be found in *Real 3D* whose solid modelling techniques are ideally suited to such tools.

There are other ways to create complicated objects from simple shapes. These basic modelling techniques are available in most decent 3D programs and are the most commonly-used methods for modelling. They include functions such as Sweeping, Extruding and Swinging flat objects and profiles.

Extruding objects sounds painful, but it is simply a matter of taking a flat object and moving it along a pre-defined path and having it replicate itself a set number of times. Each of these replicas are joined together so that a new solid object is created. To illustrate this, you could take a circle and extrude it along a path to create a tunnel.

However, the tunnel doesn't have to be straight because it follows the path you set for it which can be curved or even loop back on itself. Most programs also have a function that allows you to scale the object as it moves along a path which can be useful for making seashell shapes or the hull of a ship.

Sweeping and Swinging are similar to Extruding an object. The difference between Sweeping and Extruding is that while Extruding moves a profile or object along a path Sweeping rotates a profile around a path.

A classic example of this is creating a wine glass where you need only draw its profile and then rotate it 360 degrees around a vertical path (or axis), thereby creating a complete glass. Where Sweeping and Swinging differ is that Swinging uses another path to control the scaling of the profile.

However, while useful, these basic modelling techniques are not the only methods used by today's 3D programs. Two power tools are Metaballs and Spline patches. Metaballs is a tool that can be used create rounded and lumpy objects such as, er... faces or bodies.

While none of the Amiga's 3D programs have support for Metaballs as such, both *LightWave* and *Real 3D* have tools that perform pretty much the same function – *LightWave* uses a feature called Metaform and *Real 3D* can produce similar effects by creating several balls and then shrink-wrapping a mesh to them.

Spline patches are available in most programs and are created from several curves joined to create a mesh, which is

A job well done

There is nothing like the feeling you get when you've finished a project. However, you might have to wait quite some time before actually seeing the fruits of your labour, because rendering can be a lengthy process. If you intend to get into 3D seriously you need the patience of a Buddhist monk – or a fast machine.

There is but one rule when considering what Amiga system you need to work in 3D and that's to buy the fastest machine and as much memory as you can afford. As an ideal starting point you should have a machine with an 030 processor, an FPU and at least 6Mb of memory.

If you are thinking of getting into professional 3D work, then you should go for a system with a 24-bit graphics card, an 040 or preferably an 060 processor, 16 to 32Mb of RAM and, at least, a 1Gb hard disk.



The Falcon 040 accelerator from Power Computing can make an A1200 run as fast as a A4000 for under £600.



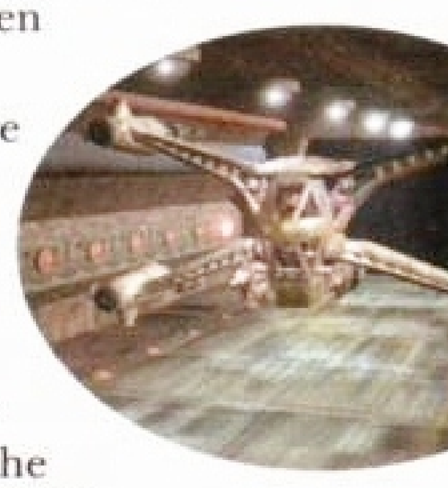
All of these high-quality objects are available on the *Imagine Enhancer* CD-ROM.

very smooth and is excellent for creating organic and aerodynamic shapes.

LIVEN IT UP!

Right, that's modelling out of the way, although I haven't covered NURBS yet [*Ed – that's enough modelling, thank you very much!*]. After you have finished modelling your objects you may find that they are a little lack-lustre because they will appear plain and not very realistic. This is where texture-mapping can be used to liven up your objects and make them appear more realistic. These are like surfaces – a bit like a wood veneer on a table – they cover the object and give their appearance.

Texture maps come in different flavours, the most commonly known of which is the colour map. This is simply a image which can be wrapped around an object to give it its colour. Using this feature you can give objects a stoney, woodlike, metallic or even reptilian look.



To give objects some texture you can also apply a bump map, also known as an elevation map, to them. This image will be used by the program to add changes to the height of an object's surface – the lighter a pixel is the more raised this area will be and the darker the more recessed it will be.

Although bump maps and colour maps are the type of texture maps most often used there are plenty of others. These include transparency, clipping, luminosity, diffusion and

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This image from the *Imagine Enhancer* CD shows what can be done with rendered and photographic images.



Imagine 3

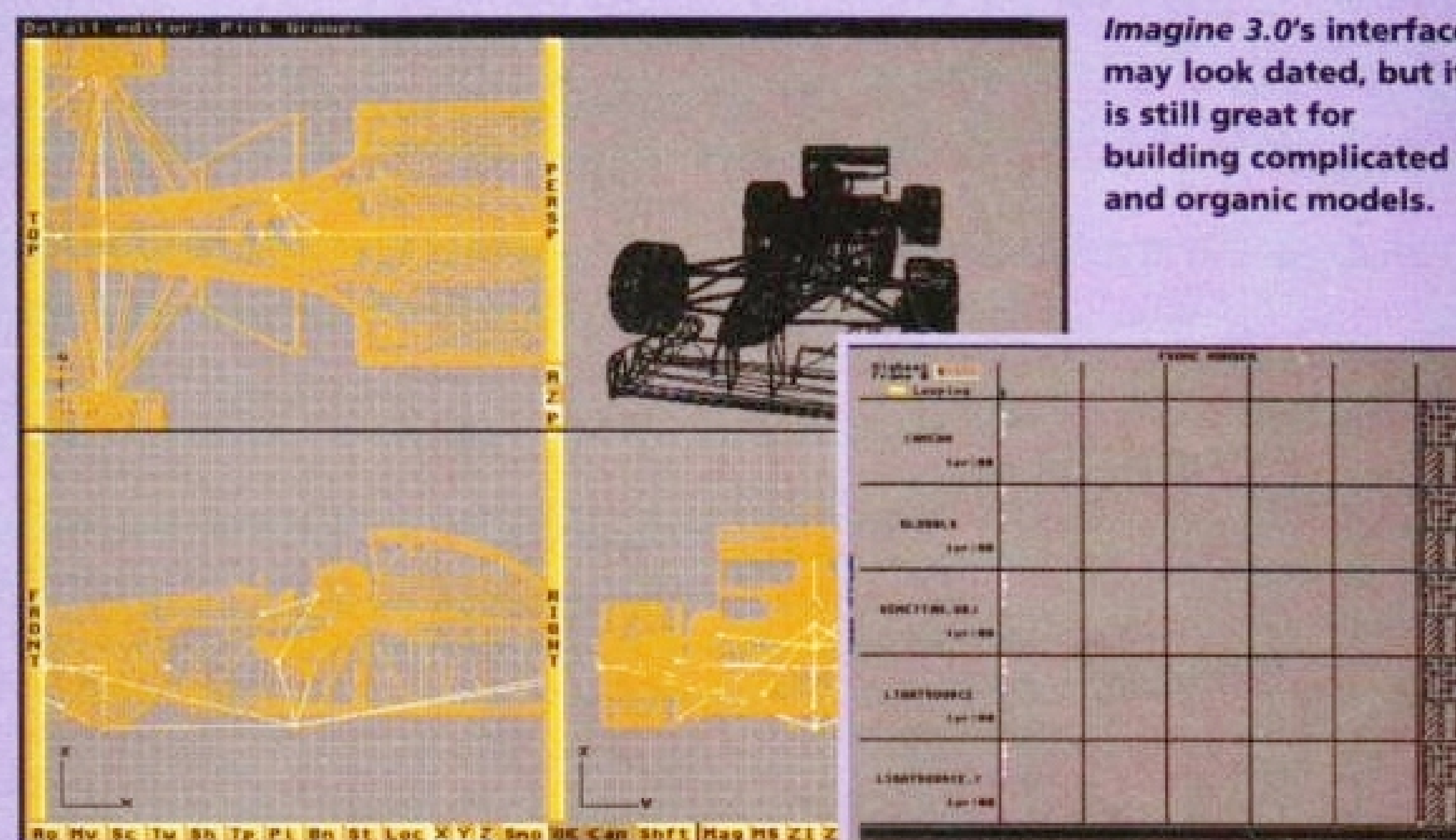
£99.95 ● Emerald Creative ● 0181 715 8866

Imagine has enjoyed a long run as the Amiga's most popular 3D package and evidence of its popularity can be found on the AmiNet where about 80 per cent of the images have been created in *Imagine*. However, some have found *Imagine 3* a little disappointing because its interface hasn't improved very much and many of the new features are a little difficult to use and not very well explained in the manual.

Nonetheless, *Imagine 3* has still retained a high level of popularity despite stiff opposition from *Real 3D* and *LightWave*. *Version 3* has plenty of new features, including a relatively powerful particle system. It also has a bones feature for deforming objects, limited inverse kinematics and a powerful new tool called States.

One of *Imagine*'s strongest features are its excellent modelling tools that are great for making both precise mechanical objects and organic shapes. There are now three separate modelling editors; the Spline editor for creating smooth text, the Detail editor for general modelling and the Forms editor for creating organic objects.

Imagine is still a force to be reckoned with and should get some extra fire-power with the imminent release of *version 3.3* – look out for a review soon.



Imagine 3.0's interface may look dated, but it is still great for building complicated and organic models.

Vista Pro 3

£27.95 ● Emerald Creative ● 0181 715 8866

This amazing product has found a home in many a graphic artist's software collection. It's a 3D fractal-landscape generator, but can also load areas of the real world by means of DEM (Digital Elevation Map) files.

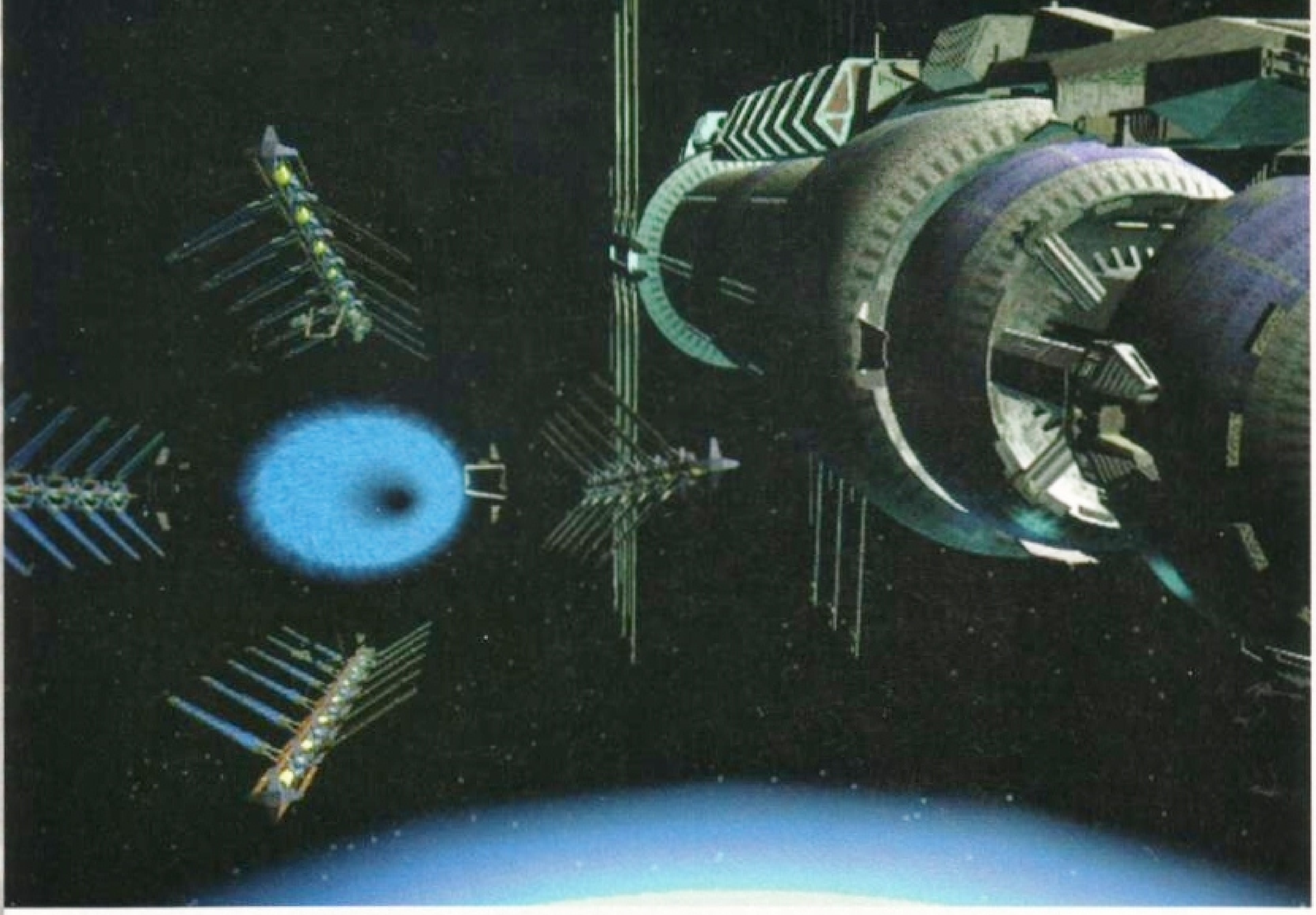
Vista Pro enables the user to pick a point on the landscape as a target and another for the viewpoint and then render the view.

The images that can be generated with a little skill and good placing can be extremely beautiful and quite realistic. However, if you are not content with rendering the real world or fractal landscapes, a utility called Terraform is available for creating your own landscapes. *Vista Pro* also has a program called MakePath for creating animations.



This is a still from an animation created in Virtual Labs' the *Vista Pro* landscape generator.

Here's *Vista Pro* in action with a DEM (Digital Elevation Map) of California.



reflectivity. Most of these have obvious functions, aside from clipping maps which clip objects to match their outline.

By combining these mapping methods almost any surface can be mimicked, from the surface of a pond to the festering hide of a repulsive space alien. There are also several methods of applying these textures to objects, such as spherical, tubular, cubic and planar.

However, the most powerful method is spline mapping which bends a texture to the contours of an object and then fixes it there, so that if the object bends, shrinks, crinkles or stretches the texture does the same.

Sometimes, ordinary texture maps do not do a sufficient job. This can be the case when dealing with large objects and camera close-ups when images that have been mapped on to an object can appear pixellated or distorted. The solution is to use procedural textures also known as mathematical or algorithmic textures.

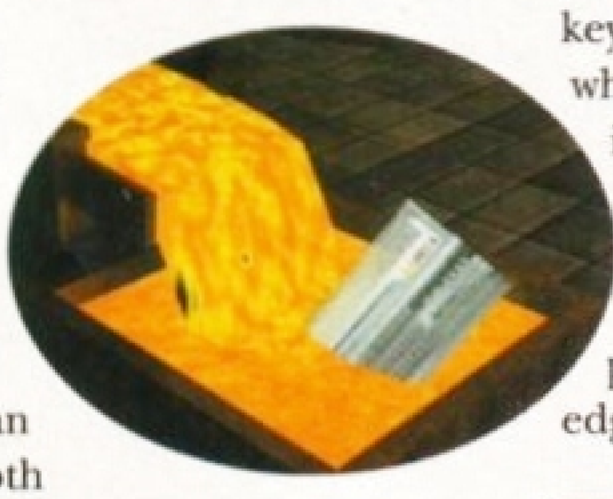
These are textures that are defined mathematically and can be altered by changing a few numerical values. Their advantage is that they can be resized infinitely and remain smooth – no matter how closely you zoom in. However, they have one drawback in that they can incur huge rendering overheads. A good set of procedural textures is always a welcome feature and is a strong point of *Imagine 3*.

This image shows the importance of lighting. The blue tinge on the bottom of the space station is the result of a light faking the radiosity of the planet's atmosphere.

STRUT YOUR STUFF

After you've modelled your objects, and made them look pretty by adding texture maps, you get to the fun part – animating them! This is where 3D programs really get to strut their stuff with powerful tools and novel interfaces. In recent years most packages have almost universally accepted key-framing as their main animating system.

This works by the user moving, rotating, scaling or otherwise changing an object in stages and recording that stage as a key-frame. The beauty of this system is that the computer does all the hard work by working out the frames needed to link these key-frames.



However, there are occasions when key-framing is not the ideal solution – when there is a need for objects to interact, or several of them need to move under the influence of an external force.

This is when the big guns come into play and where most of the cutting-edge of 3D technology is. A good example of this is trying to create a realistic animation of a pool-break. This presents several problems, including having to individually control several balls and making them bounce off the sides of the table and each other in a realistic fashion. The tool you need to do this, without spending hours key-framing, is collision detection.

This method uses the laws of physics to simulate the motions and interactions of each object. A tremendous example of this is *Real 3D 2's* animation system which can apply forces such as gravity, centrifugal force, tangential forces and give an object weight and mass.

Another important factor is trying to make articulated objects, like people and machinery, move in a natural way. In most programs objects move independently so if you build a model of a human and then move one limb the others remain in the same position.

Parenting objects and rotating them can help, but the movements are still not perfect. Yep, you guessed it, there is a way around this too. Inverse kinematics is a technique that makes object "stick" to each other so that as they move they drag objects that are attached with them.

Once again *Real 3D 2* and *3* are blessed in this department, possessing the most powerful inverse kinematics system. *Imagine 3* also has a rather cumbersome system and the belated *LightWave 4* should also feature inverse kinematics.

Sometimes, the sheer volume of objects in a scene can cause problems – imagine trying to create a blizzard or a scene with leaves blowing in the wind. This is where particle systems are indispensable because they enable you to control large numbers of objects at once, usually by defining the forces that affect them. Again *Real 3D 2* and *3* have an excellent system and *LightWave* has a add-on utility, but *Imagine 3* also has a particle system built-in which is one of the major additions to this version.

The final step in any 3D project is rendering the scene you have created.

Getting into professional 3D work

The Amiga is more than capable of producing professional-quality results in any graphics field. Now is actually a good time to be looking for a career in 3D graphics because there is a chronic shortage of good animators, especially in the games sector. But how do you get in on it?

Well, the first thing you need to do is get a demo reel together – a collection of your best animations on video that can be seen by potential clients or employers. This can then be sent in to games companies or agencies, a great number of whom advertise monthly in our sister magazine, *Edge*.

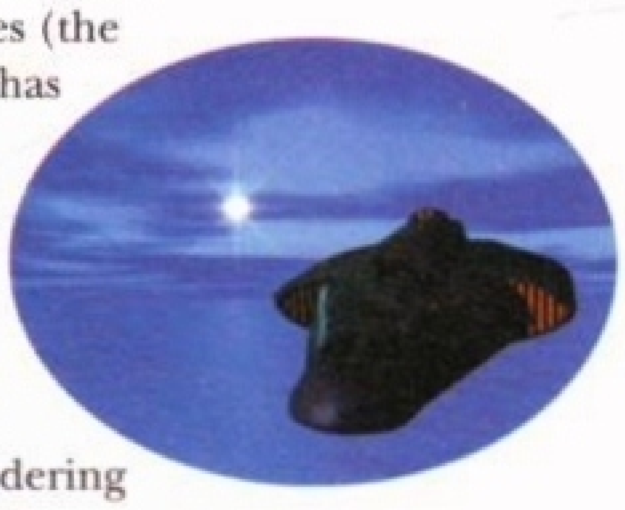


This example image shows the power of *Real 3D's* texture mapping.



This image, by Andy Jones, shows the amazing rendering quality of *Real 3D*.

This is the process of making all of the objects appear real by calculating the way they should appear given their settings. Although the most common method is raytracing, where every ray of light is traced from each light source, to the objects and back to your eyes (the camera), nearly every program has its alternative methods.



Many of the programs can also add post effects such as lens flares, glowing surfaces and fog. These are great for generating special FX and can add atmosphere to rendering that can often appear artificially sterile and clean.

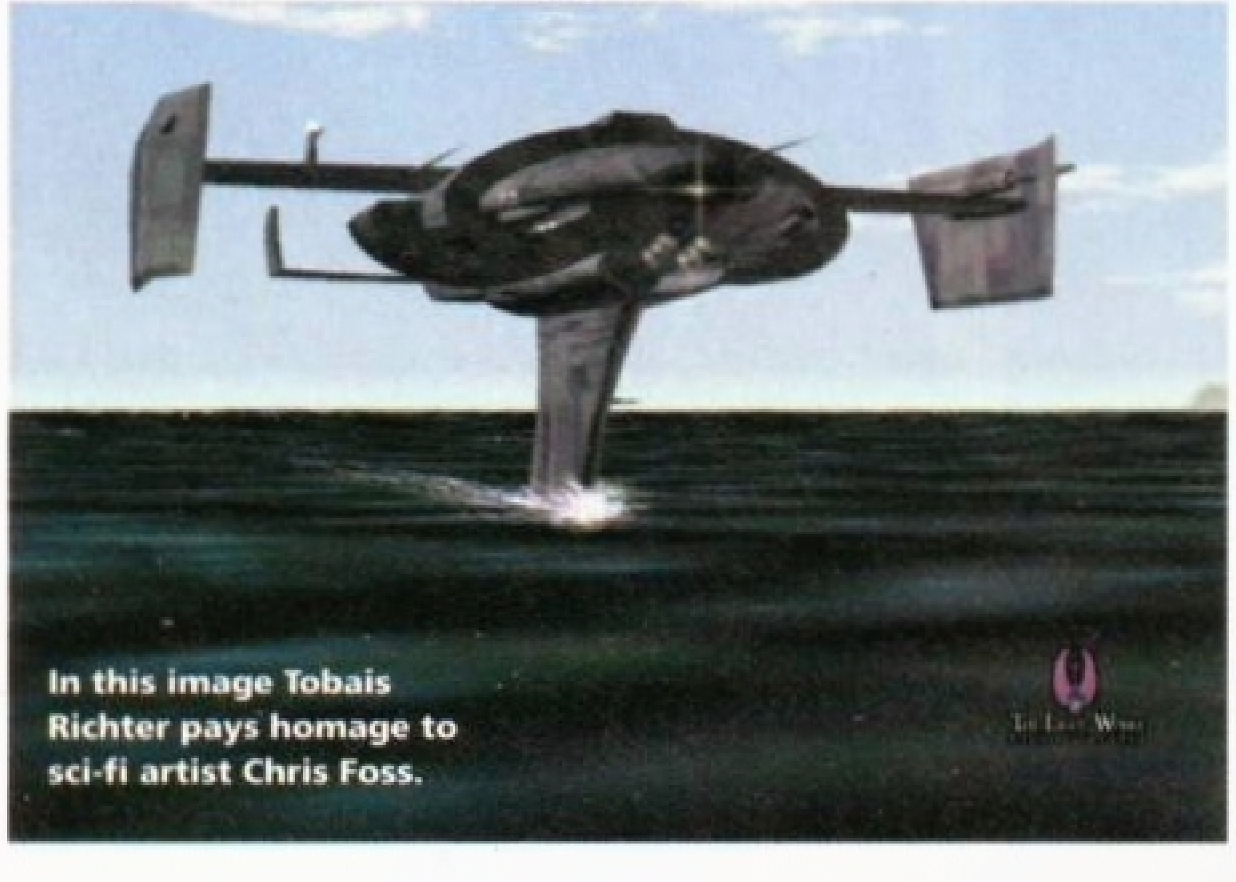
However, the most important factor to consider when rendering an image is lighting. Anyone who has seen films like *Blade Runner* and *Black Rain* will appreciate how much a difference good lighting can make to a scene.

This is why most programs have several types of lights, there is ambient light which is the general light of a scene, spot lights and infinite lights which although having a point of source are infinitely far away.

By using these different lighting techniques images can be greatly enhanced. For example, a useful tip is not to have too high a level of ambient lighting because this drowns out the shadows which can make an object appear more solid. You can also point light sources to fake radiance and create shadows to accentuate certain features of object.

Once you've done all that you can sit back and let the machine get on with the grunt work of turning numbers and vectors into art or mind-blowing action.

The first part of our Real 3D tutorial is overleaf ➡



In this image Tobais Richter pays homage to sci-fi artist Chris Foss.

Essence and Forge

Volume 1 or 2 £79.95 ● Emerald Creative ● 0181 715 8866

One of *Imagine*'s greatest assets is an excellent collection of procedural textures called *Essence*. The two volumes contain a huge number of *Imagine* attributes and textures covering just about every surface.

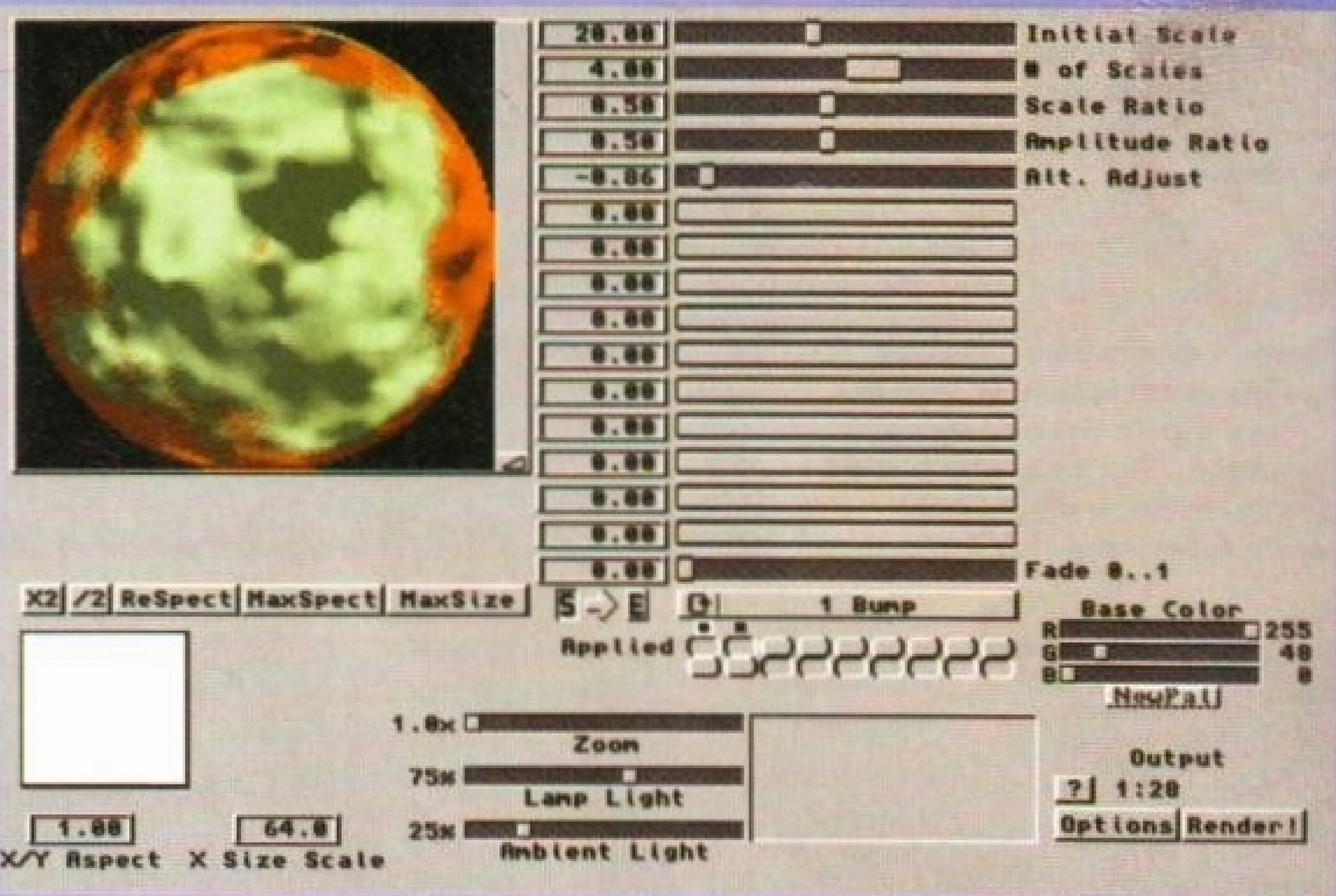
The textures can be used to create cratered surfaces, fire, clouds, nebulas, bricks, mechanical surfaces, planet surfaces etc.

The problem has always been that if you didn't have *Imagine* you couldn't use these textures. With the arrival of *Forge* all that has changed, because this program can render *Essence* textures and attributes as images so they can be used with other programs.

To give you an idea of how your textures will appear when rendered Forge can display them projected on to a plane or sphere and render in these formats too. It can even combine different attributes to create surfaces such as rusty metal or a pitted spacecraft hull.

Forge is not limited to producing single images and can be used to create animations too.

This is truly an indispensable resource for any 3D artist.



Forge and *Essence* should be in any 3D artist's software collection because they provide access to an enormous range of procedural textures.

PixelPro 2

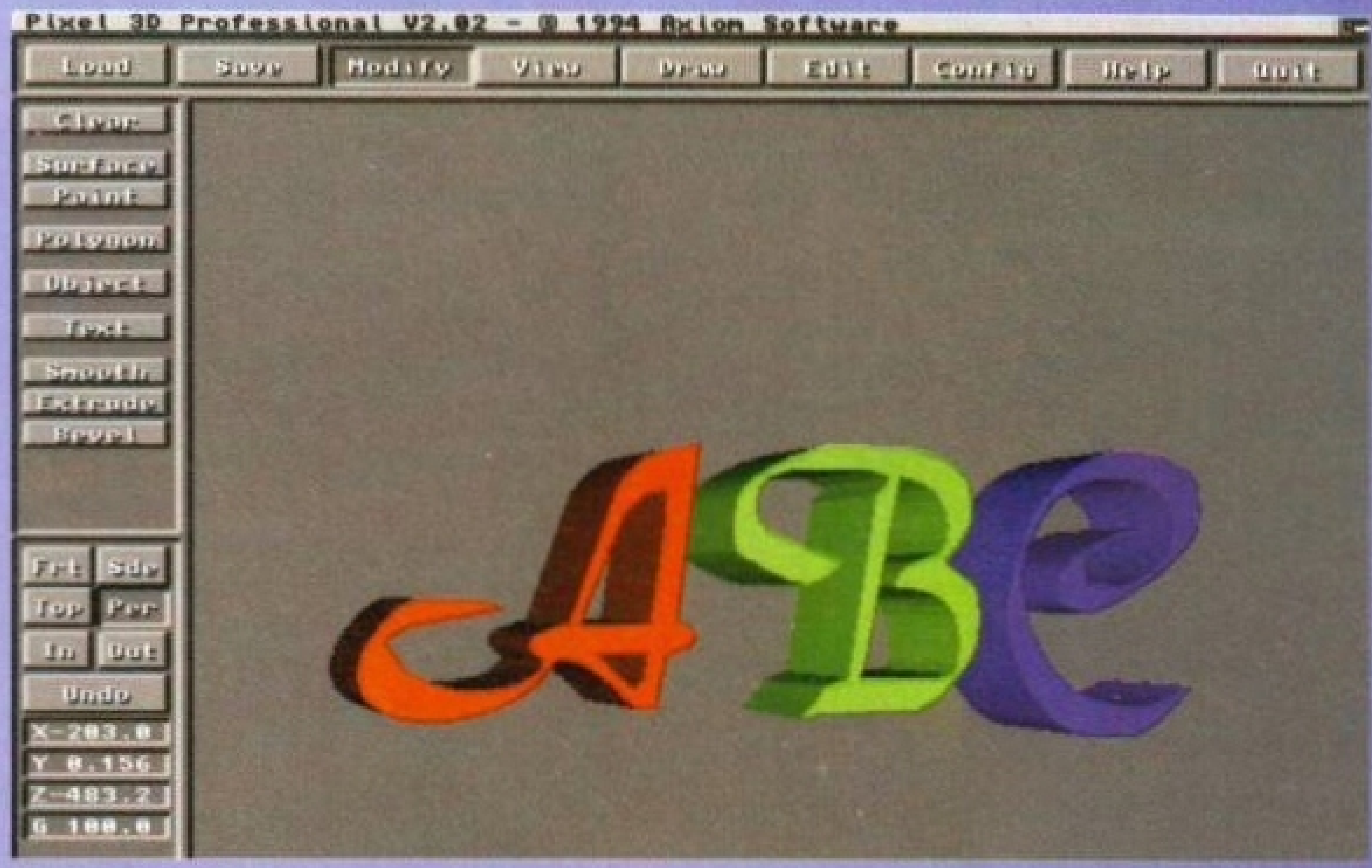
£185 ● Premier Vision ● 0171 721 7050

This is another indispensable program for anybody involved with 3D graphics because it is a 3D object convertor. This is especially useful if you need access to a wide range of objects in different file formats, or you prefer to model in one program and render in another.

As well as being able to convert several different 3D objects *PixelPro 2* can also convert bitmap images and PostScript files to 3D objects. This is a great feature, especially if you are doing any 3D work that involves a company's logo – just scan it in and convert it with *PixelPro*.

Other useful features include an *ARexx* port, object editing tools and special mode for "painting" the colour of polygons.

PixelPro 2 supports the following file formats; *LightWave* objects, *LightWave* scenes, *Imagine*, *Sculpt 3D* and *4D*, *3D Pro*, *DXF*, *3D Studio*, *Videoscape* and *Wavefront*.

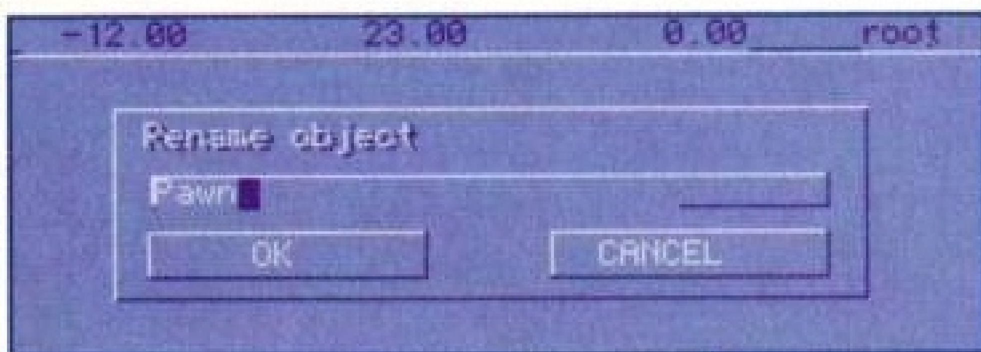


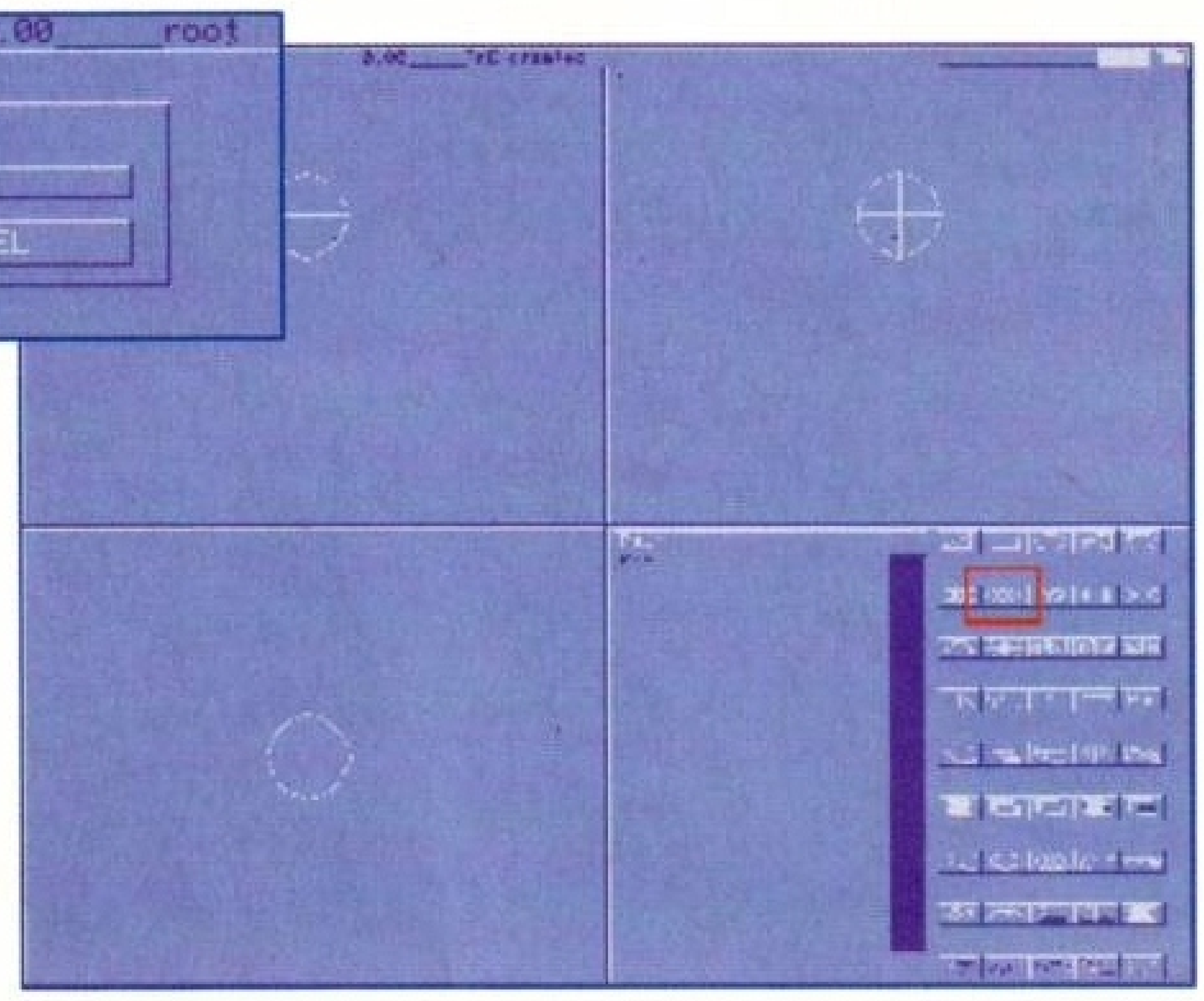
Pixel 3D Pro 2 is another must-have. It's a convertor for different 3D object formats, but it can also convert bitmaps and EPSs to 3D objects.

Real 3D Tutorial

PROJECT 1

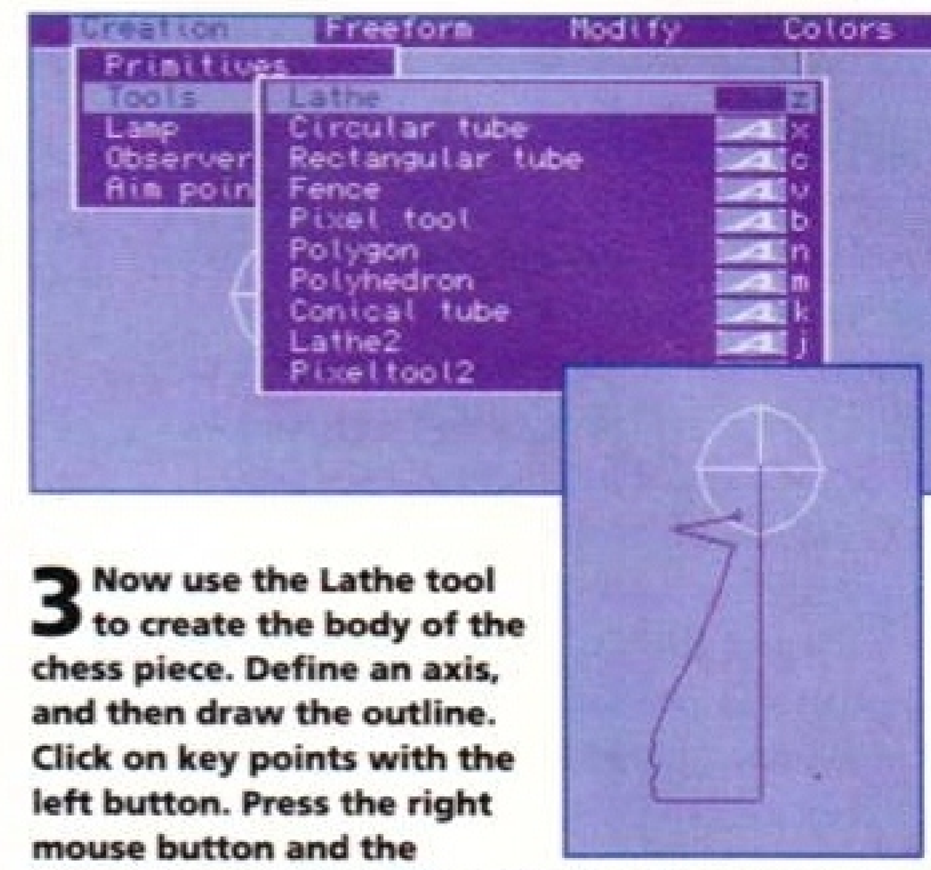
Creating a pawn



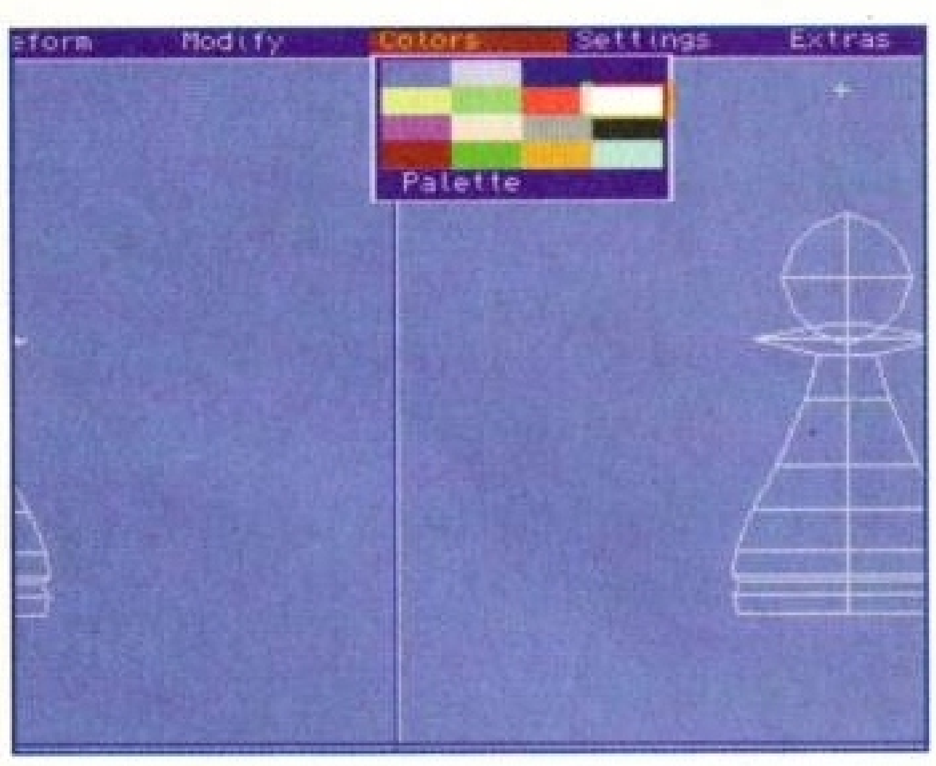


1 Press "n" to rename the project. It is a good idea to name as many parts as you can to make it easier to remember how objects and scenes were created.

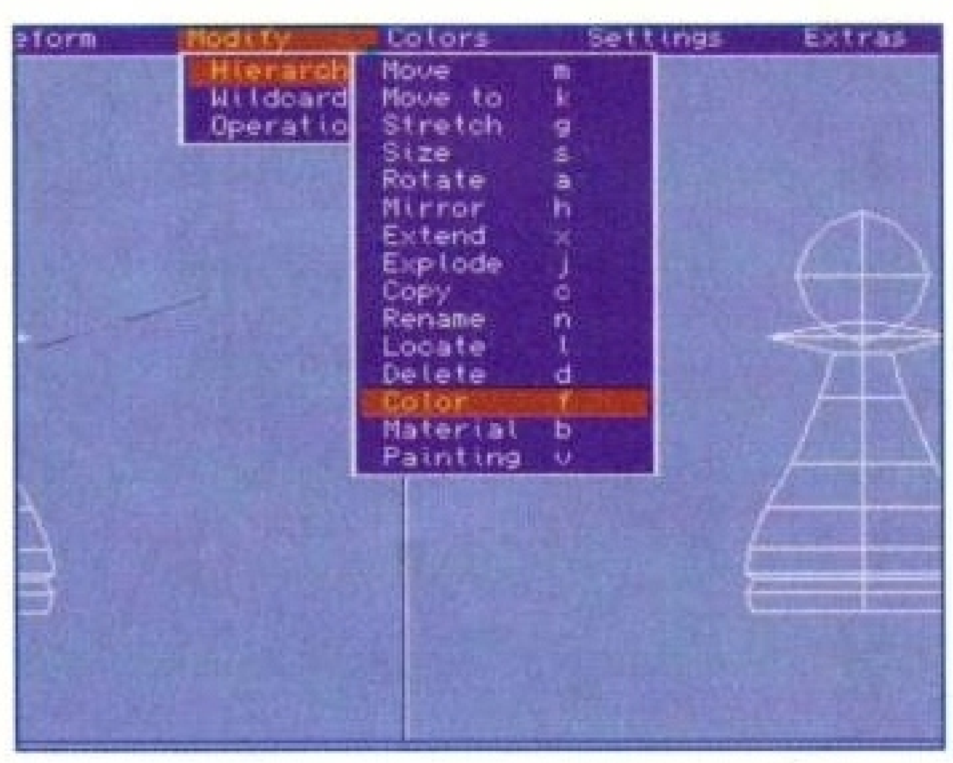
2 Create a sphere. You can either use the menu option, or click on the sphere icon in the bottom right of the screen. Click once with the left button to define its centre, then move the mouse and click again.



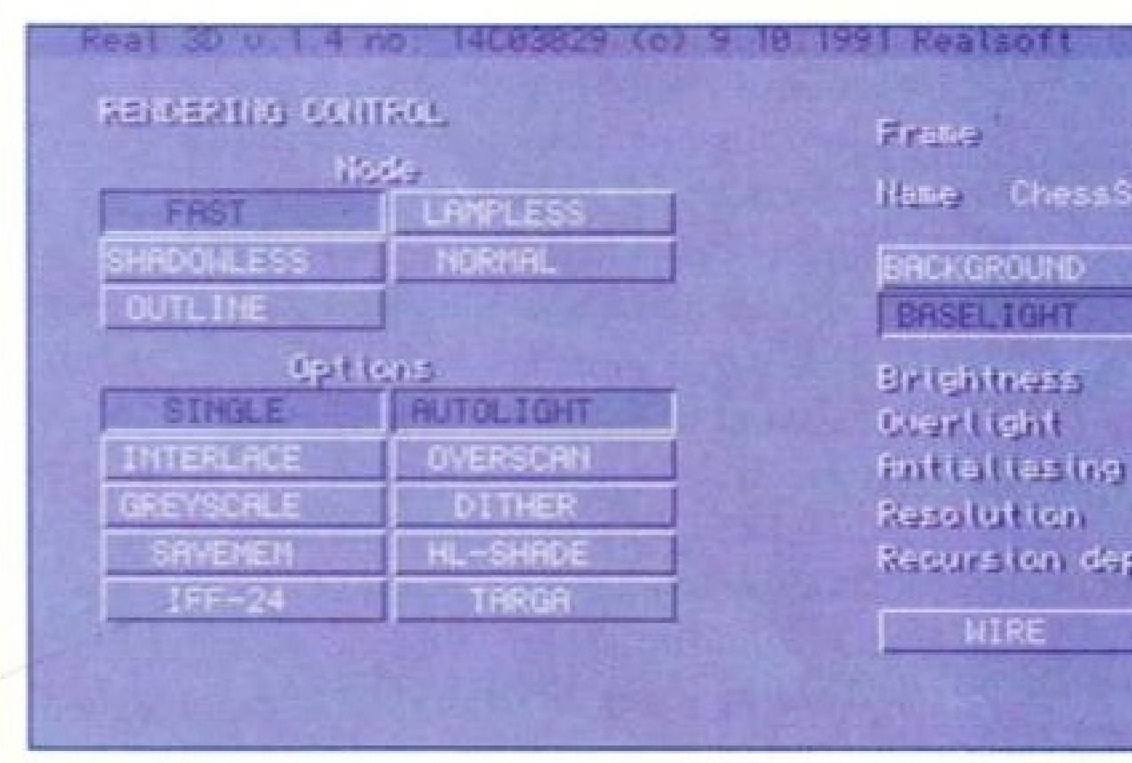
3 Now use the Lathe tool to create the body of the chess piece. Define an axis, and then draw the outline. Click on key points with the left button. Press the right mouse button and the outline will be spun around the axis to create the solid shape. Notice how all the necessary objects have been automatically added.



6 Set the colour of the pawn. First of all, pick the colour from the colour requester. Remember to make sure the pawn is selected first, otherwise the changes won't take place.



7 Now click once on the pawn object from the list (when the object is selected, its name will then appear in the centre of the title bar), and then use the Modify/Hierarchy/Color menu option.



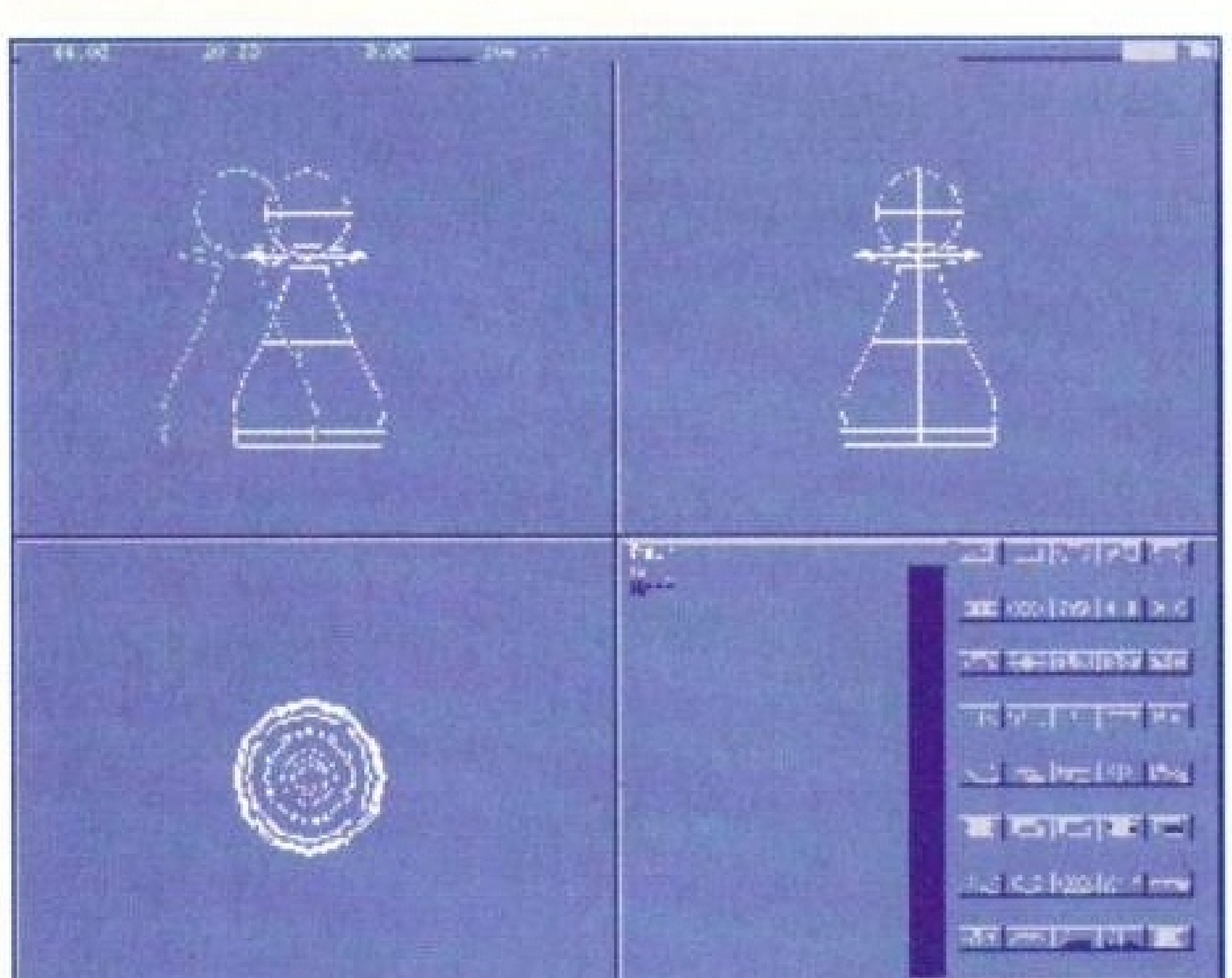
8 The pawn will now be rendered in this colour – at least until we define a material for it, when we'll have the option of adding any number of texture maps to change its appearance.

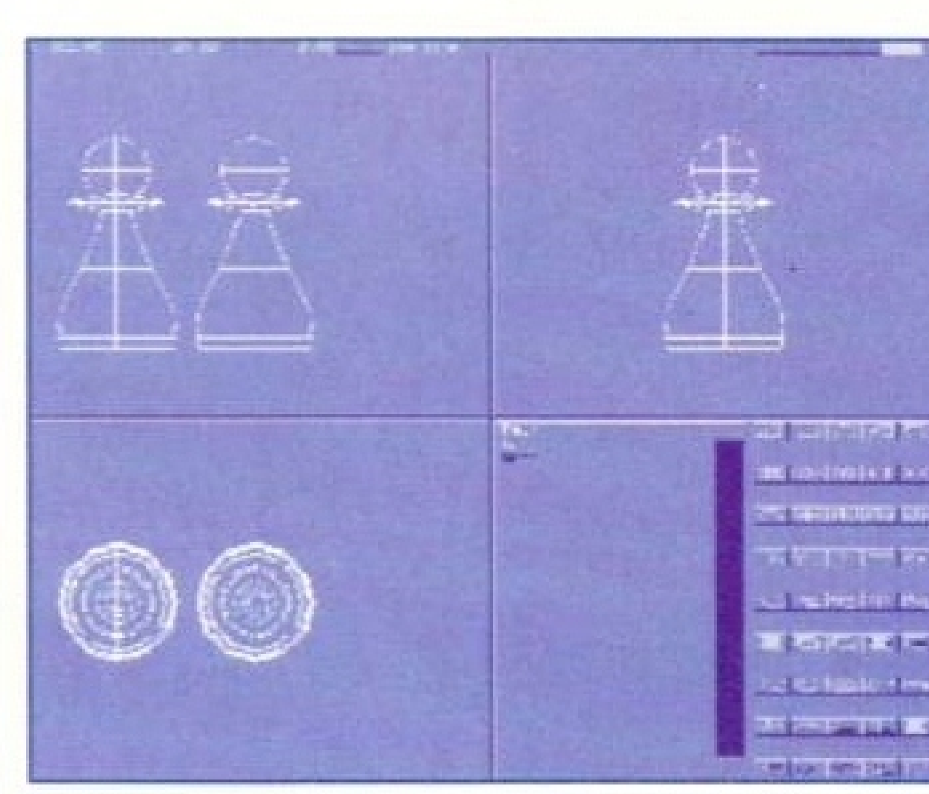
PROJECT 2

Manipulating groups of objects

1 Go back to the editor (press "q" and then click on the editor button) and select the pawn object again. Now copy it, by pressing "c" or using Copy from the Modify/Hierarchy/ menu.

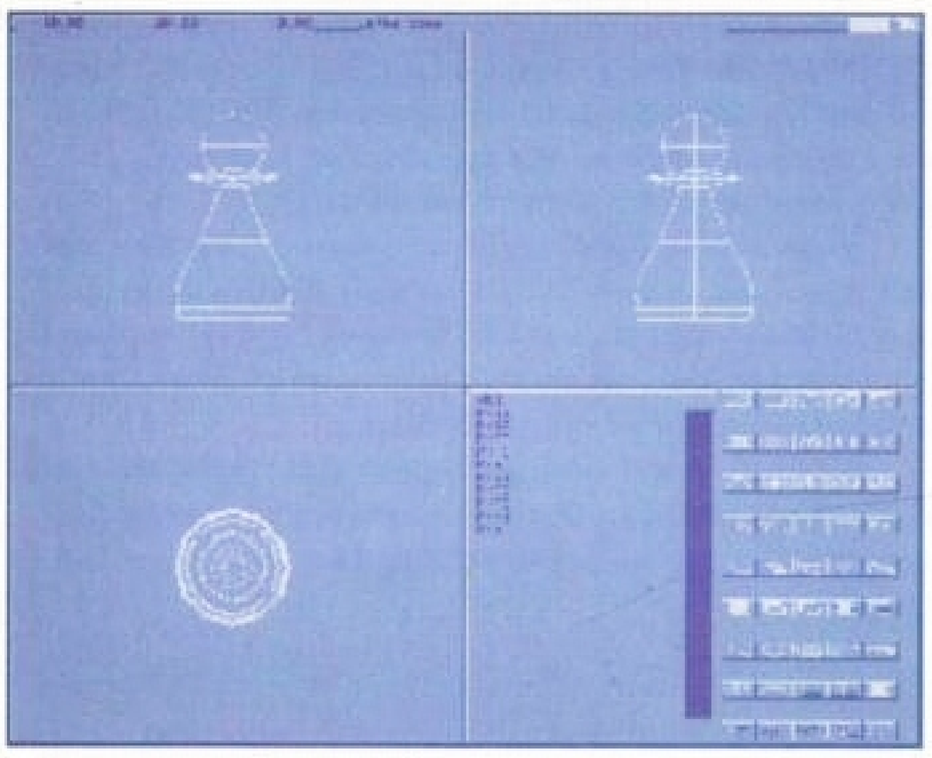
2 You will see that a new object, Pawn 1, has been created. From the object list, click on the various names to see what our scene contains.



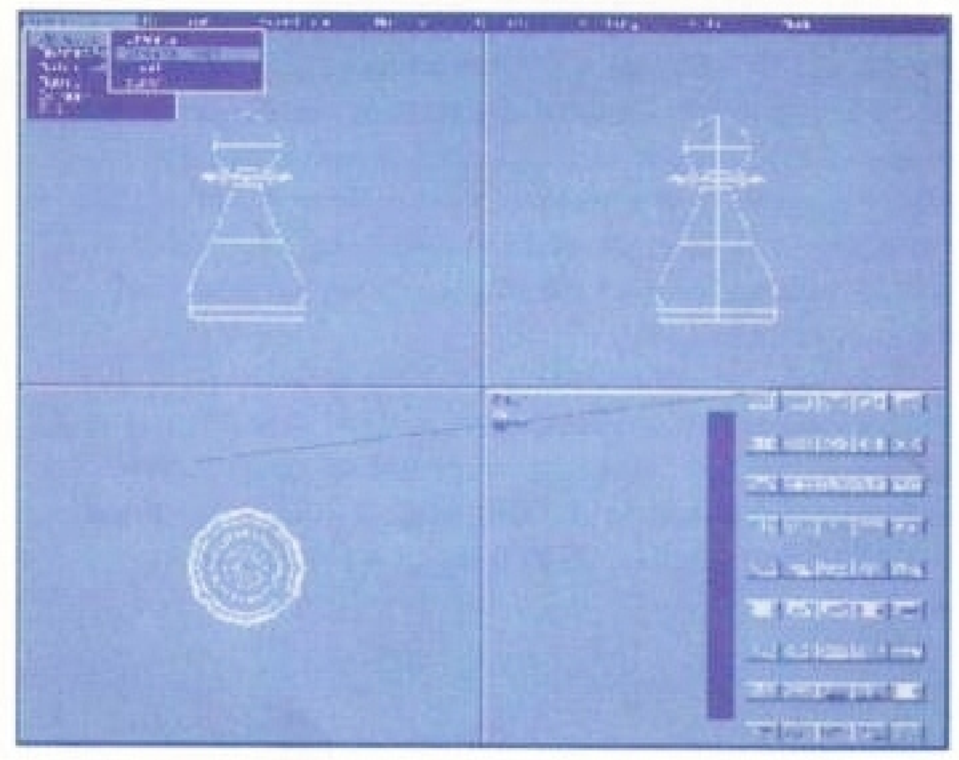


3 Select the Pawn 1 object and press "m". Now you can drag the new pawn object over to the side.

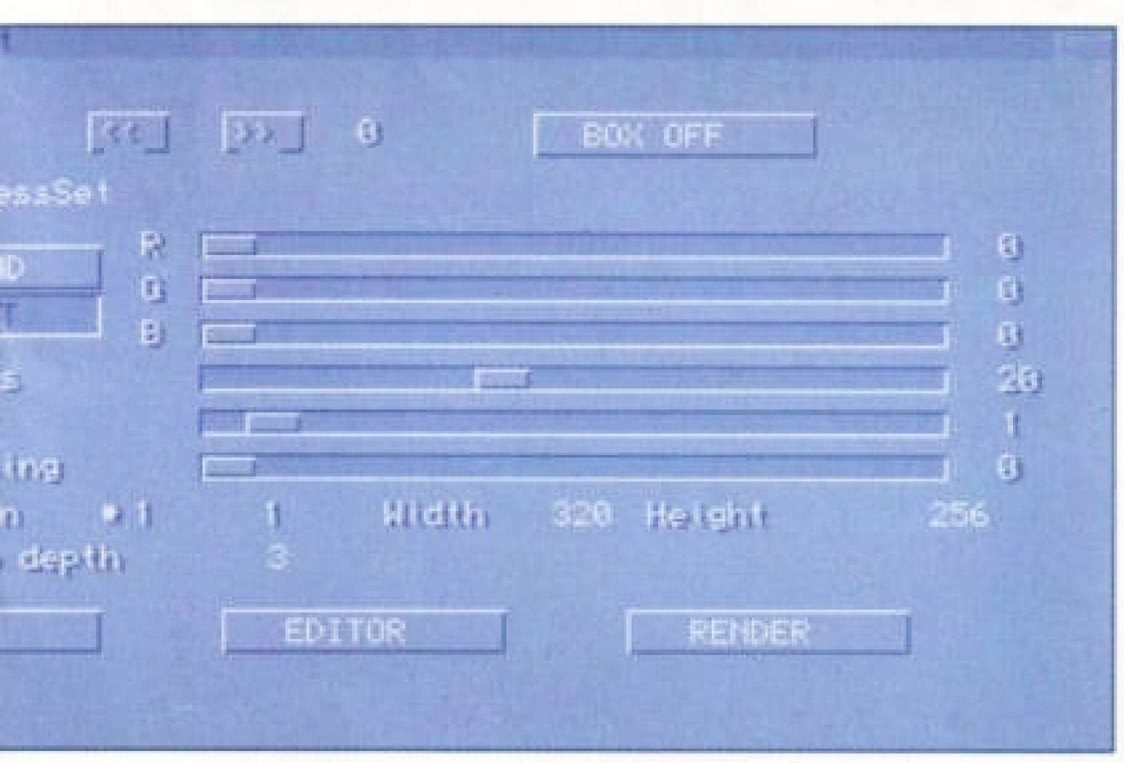
Have you had a look at the *Real 3D Classic* Coverdisk and flicked through our covermounted book? Then you are ready for John Kennedy's series of 3D tutorials.



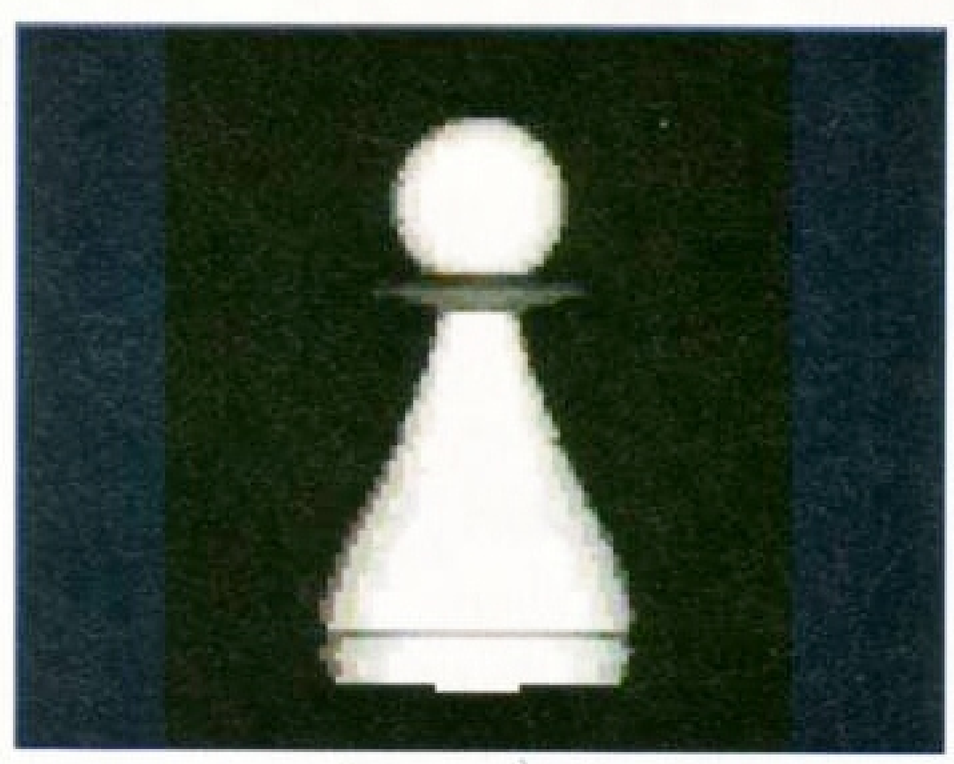
4 The pawn piece now consists of two separate levels: the sphere at the top and the body we created with the Lathe. The body itself also contains lots of pieces.



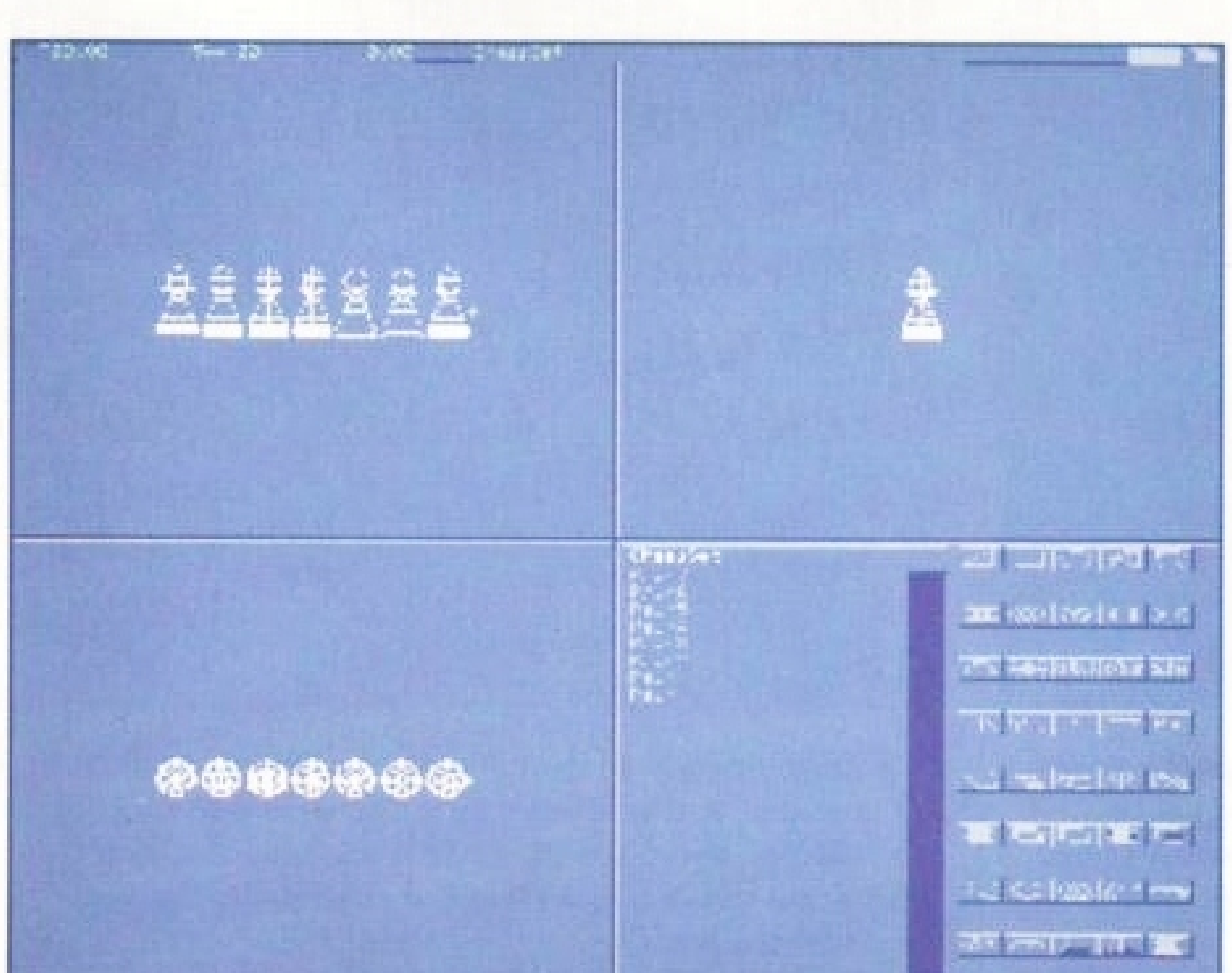
5 Create a new "root" project. This lets us duplicate the pawn and add other pieces. Building a "hierarchy" of pieces like this makes dealing with lots of elements in one go a lot simpler. Rename the root.



9 Check to see what the pawn will look like, by moving to the Solid modelling screen (press "q" or use the top right menu option). The default settings will be fine, so click on the Render button.



10 After a few seconds you will see the rather unexciting image of a pawn. It might look flat and grey; don't worry, we'll soon have it looking a lot better.



4 Continue this until you have eight pawns, all in a row. You will need to "zoom out" of the display by pressing the minus key in order to fit them all on to the screen.

5 Now go to the Wireframe view (press "w") to see all your pawns. Move the small box in the frame to change your viewpoint and watch as the pawns appear to rotate. You can also zoom in and out. When you have found a good viewpoint, click on "REC" and then move to the solid screen by pressing "q".

Continued overleaf ➡



THE OBJECT LIST

The object list contains a list of all the objects which are contained in your scene. The list is based on a "hierarchical" approach, starting with a root and branching out. For example, the root could be the entire scene of a chess set and board.

Under the root would be the board object and the pieces object. Under the pieces object would be white pieces and black pieces. This continues all the way down to the simplest solid objects that an individual model is made from.

The idea behind this upside-down tree structure is that it makes manipulating large numbers of objects a lot easier. For example, if you create an object which contains all the chess pieces, you can change the colour of every single piece in one go simply by altering the colour of the top object.

Manipulating the list is easy once you get the hang of it. The object at the top in a different colour is the current object. If you click on it, you move back up the tree until, eventually, you reach the root object and cannot go back any further.

If you click once on a name under the top object, you will select it (its name appears at the top of the screen). If the object you selected contains more objects under it, then these will be displayed. Your selected object becomes the top object in the list. It sounds complicated, but it only takes a little practice to get the hang of it.

RENDERING

The test renders we created with the default settings looked bland and flat because no lights were used, or shadows created.

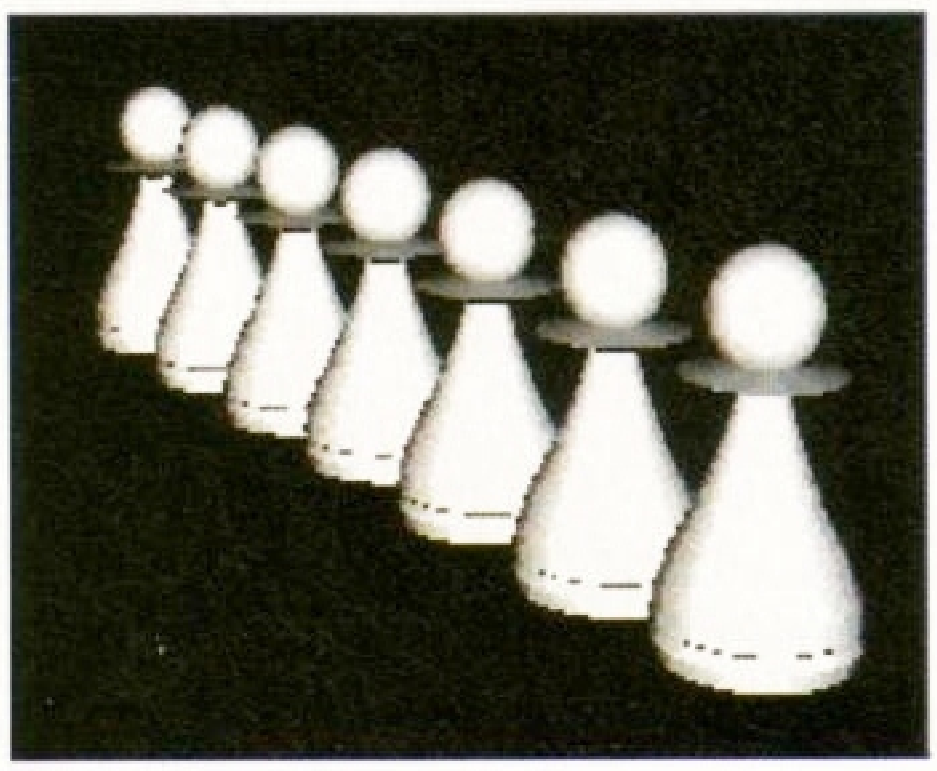
Fast – no textures, one light from the camera's position.

Lampless – textures are rendered, but one light from the camera's position.

Shadowless – textures are rendered and additional lights added to the scene are used for lighting.

Normal – As Shadowless, except objects will cast shadows.

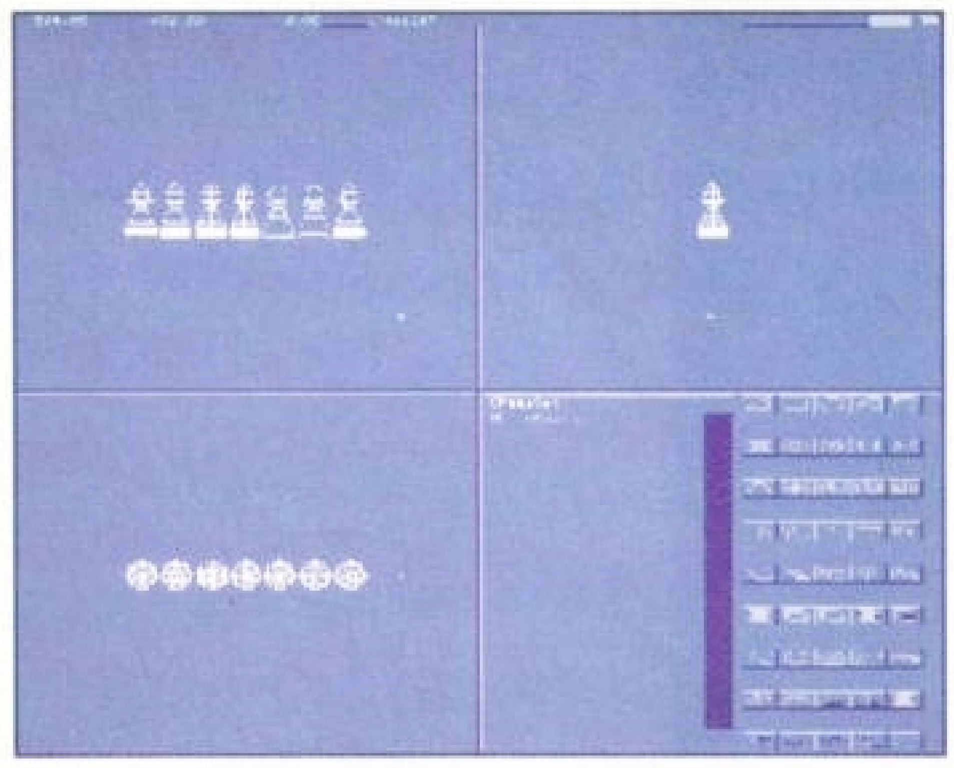
Outline – Best used for special effects.



6 Render the new image to see your line of pawns. Once again they will appear rather dull-looking and decidedly un-interesting, but If you want to make them more interesting, have a look at the box entitled Materials on the facing page, as this goes into detail about creating new materials.

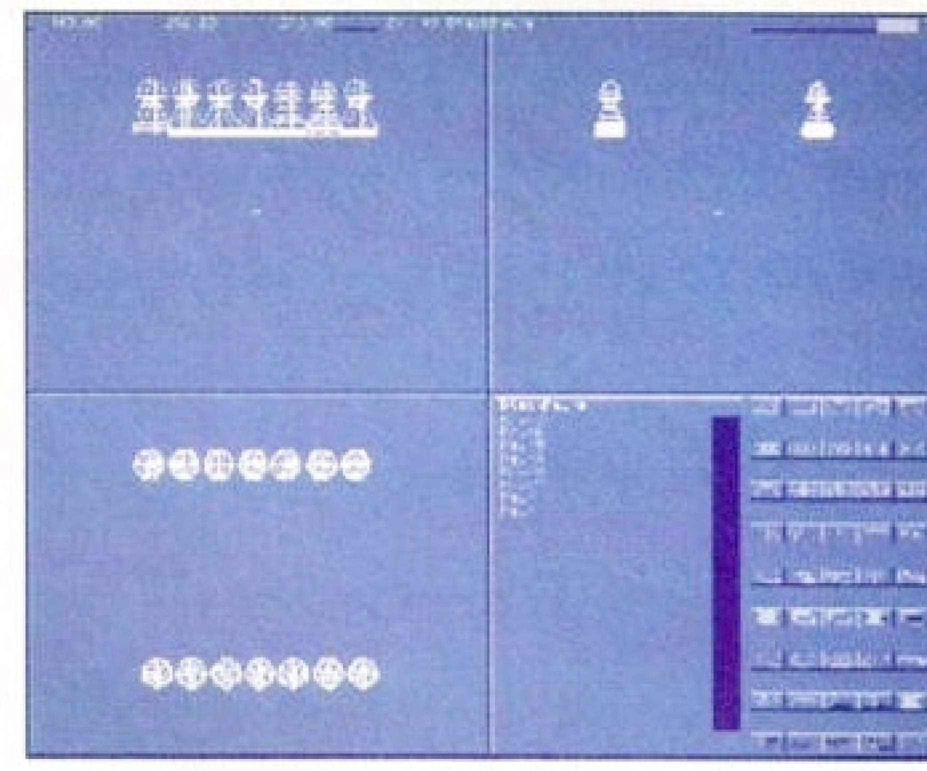
The difference between a good final image and a terrible one is almost always the materials, so it's worth investing some time into seeing how the different attributes work.

Now return to the editor window again (choose exit from the render window and click on the "Editor" gadget, or just press "e".



7 Next we will change the name of the current root level to WhitePawns. To do this we must first make sure that the current root is selected, by clicking on it in the hierarchy window. Now choose "Modify/Rename" from the menu and type in the name "whitepawns" or whatever name you find easiest to remember.

Create another root object by selecting Projects/Create/Create Root. Call this one ChessSet as it will contain the complete set of pieces. Now we should have a new root project which contains the object ChessSet, which itself contains all the white pawns.



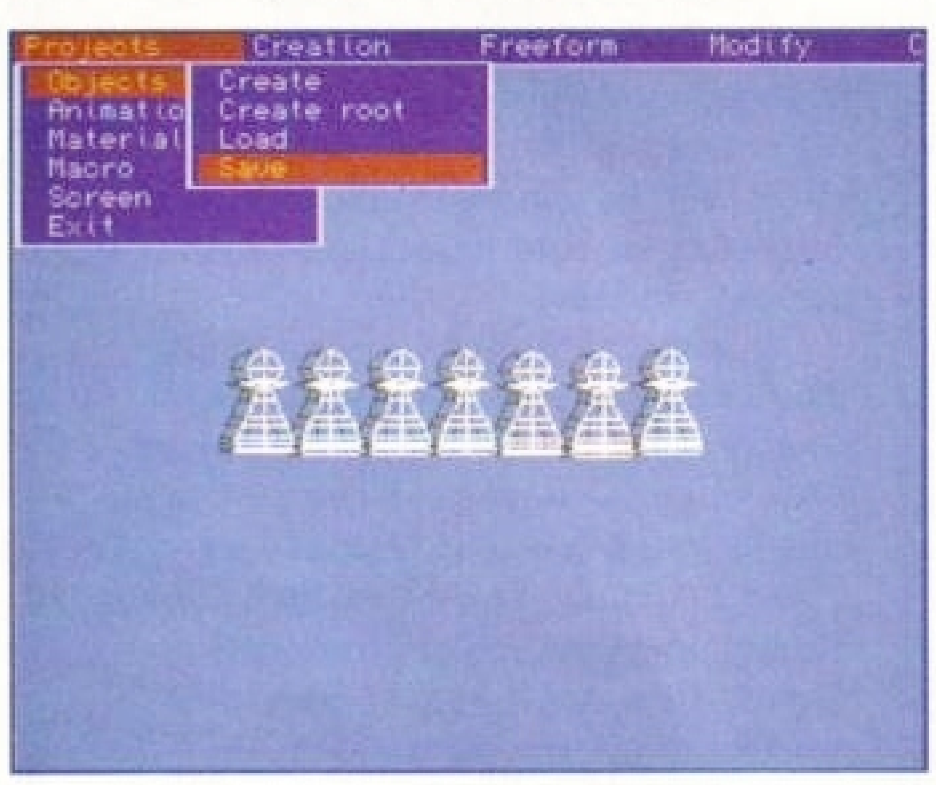
8 Select the WhitePawns object and copy it, using the Modify/Hierarchy/Copy menu – you'll note that this will copy all the pawns, not just one. Then rename this copy to "BlackPawns".

Select this object again and move it further up the screen as shown in this screen. All the pawns contained in this object will be moved too – you can begin to see the power and potential of *Real 3D's* unique hierarchical object system.

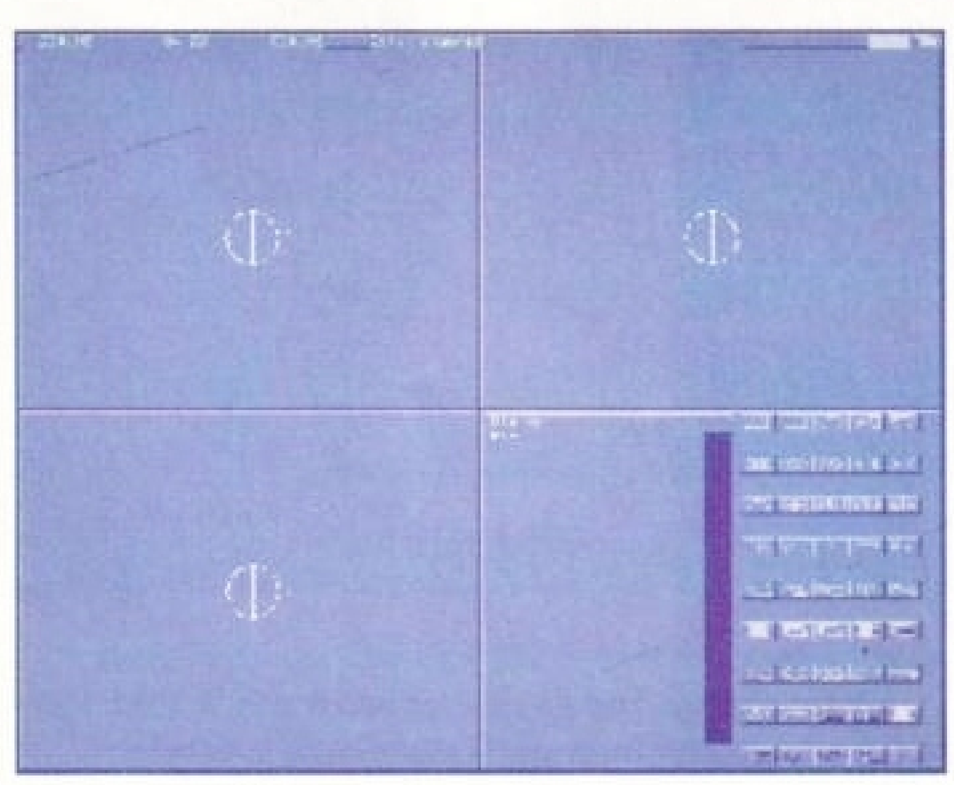
Use the "Pan" option to help you move around the screen: position the cursor where you want the screen to be centred around and then press the full stop key.

PROJECT 3

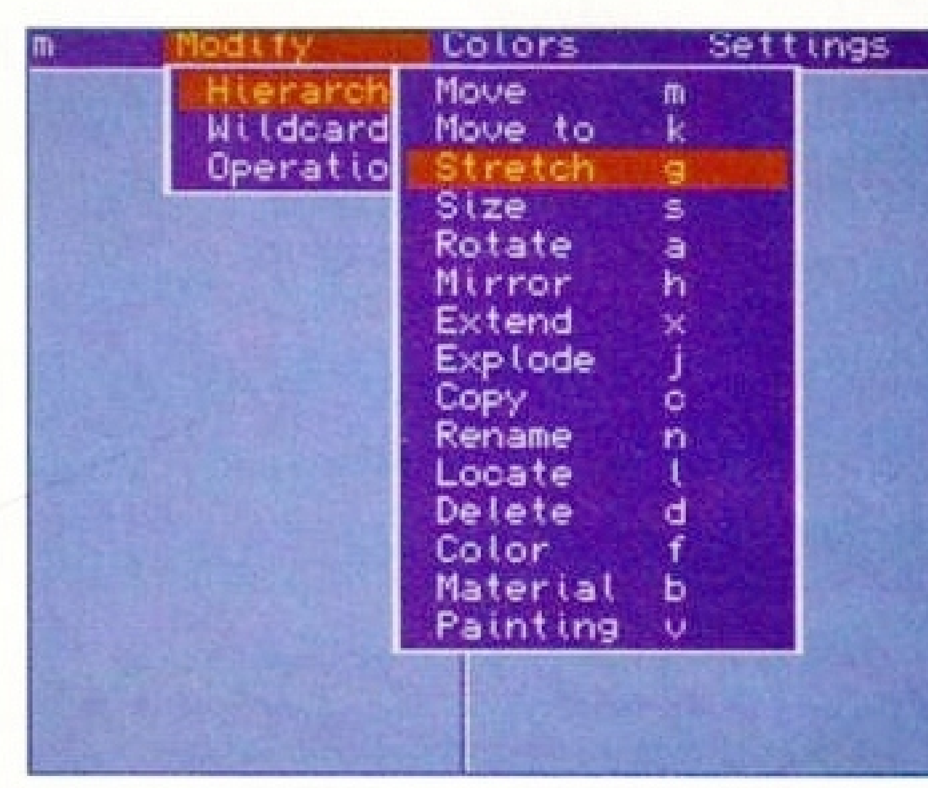
More complicated object manipu



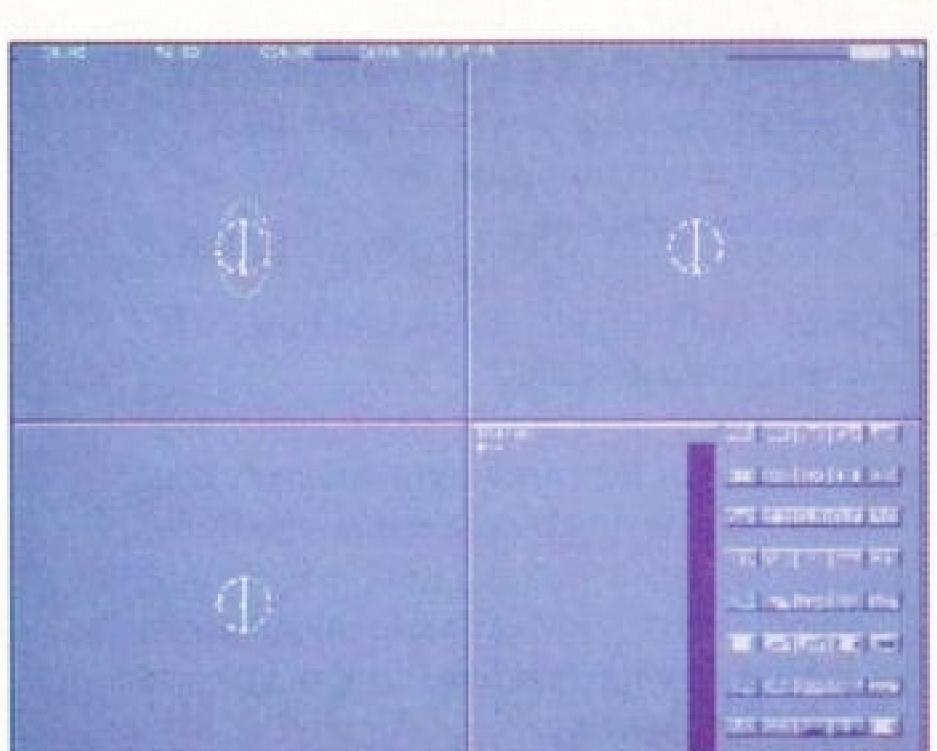
1 Save the work you have done so far – you should be doing this regularly to avoid losing your hard work. To do so you must first make sure that the top root object is selected, or only the selected object will be saved, and then pick "Objects/Save" from the project menu.



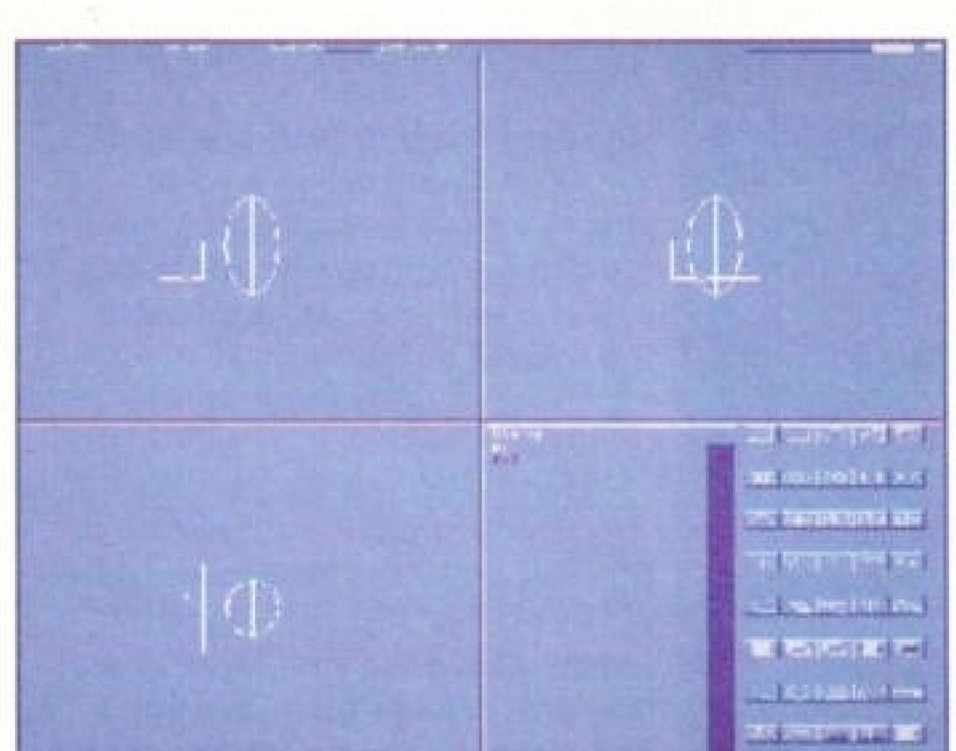
2 Now that our work is safe and sound, we can get started on the next project. Delete the current project, by pressing "D" or by selecting Modify/Delete, and then create a new root object called "Bishop". Now we can start with a blank screen.



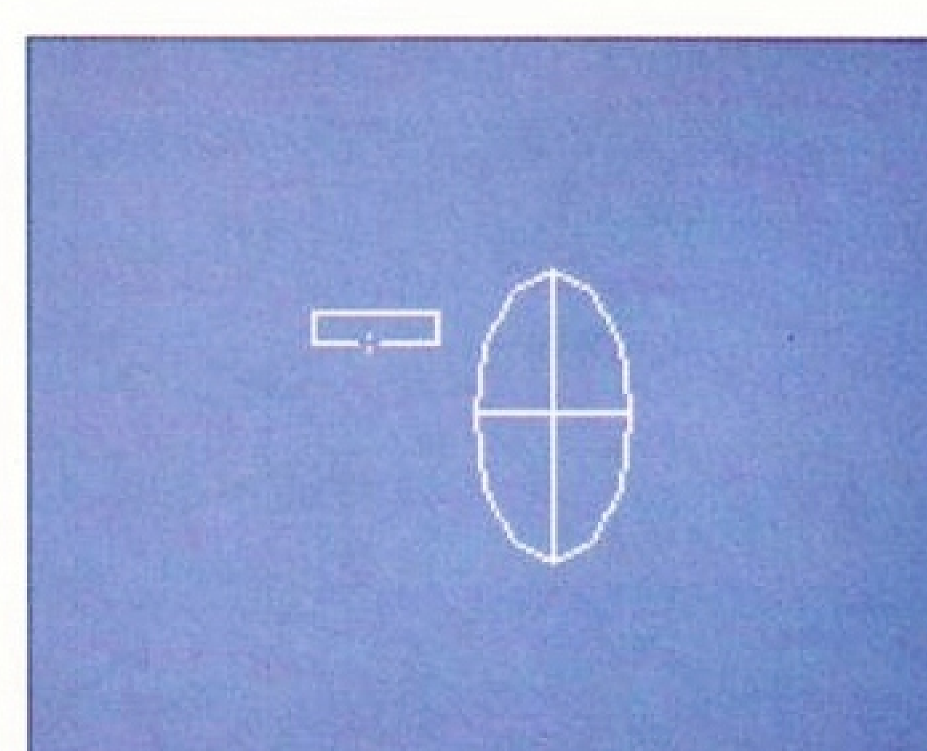
3 Next, create a sphere primitive – just as we did for the pawn object. Now select "stretch" from the Modify/Hierarchy menu and then click once in the centre of the sphere, without holding the button. Now, move the mouse downward to create an ellipse and click again.



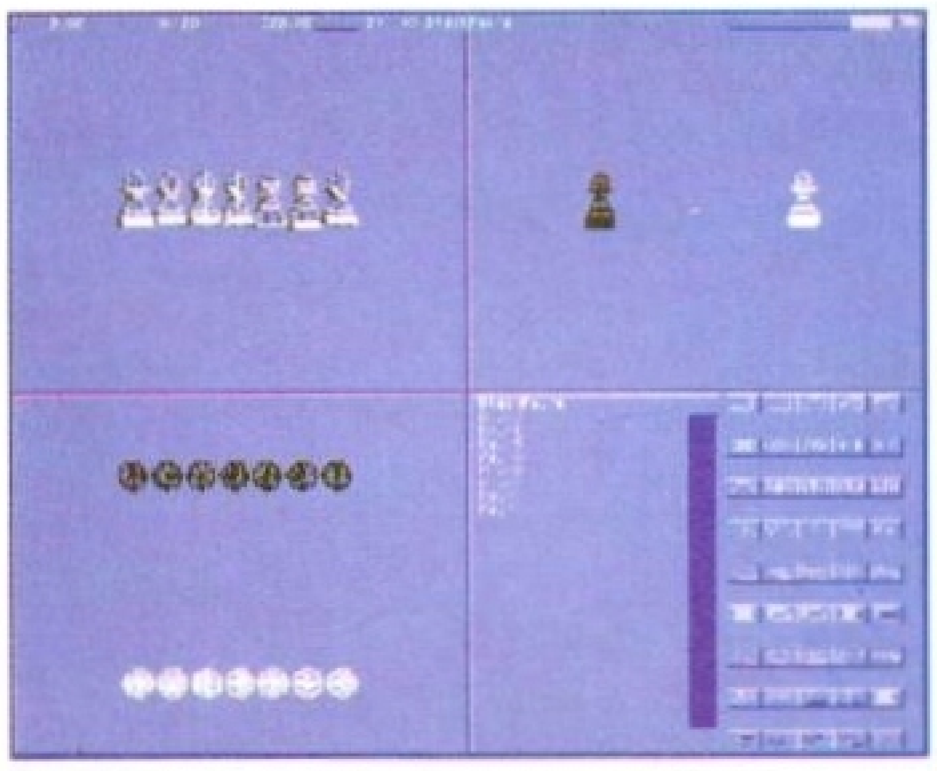
5 Chess Bishops traditionally have a slot cut in the top. We can use the special "Boolean Algebra" functions of *Real 3D* to get the same effect. The Boolean tools are very useful for combining simple objects to make more complicated ones.



6 OK, now create the box that we are going to use to cut out the slot with a Boolean operation. Make sure it is the right size (you don't want to cut too much out, or your finished object will look like the dog's been at it).



7 Now move it so that it overlaps the elongated sphere. You will want to use the Rotate function (or the "a" shortcut) to angle it slightly. You can check the exact angle from the readout in the top right of the screen.

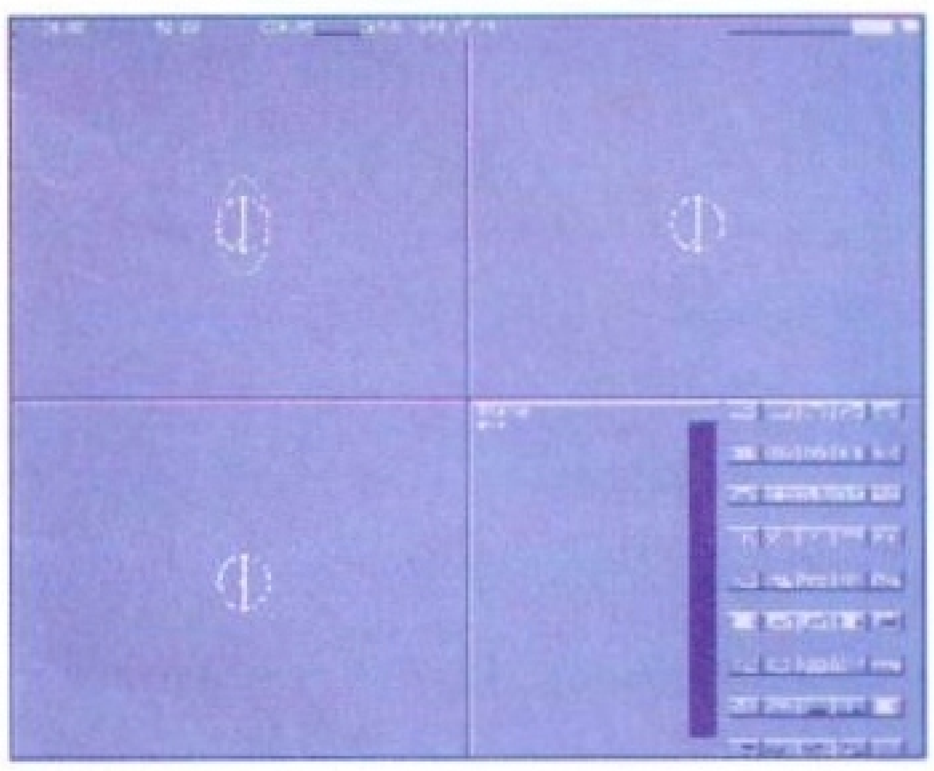


9 Select a new colour, preferably a dark one of course, and then apply this to the BlackPawns group of objects. Remember, thanks to *Real 3D's* hierarchical system, which works just as well on textures as it does on objects, you will not need to colour each object individually; simply alter the top object in the hierarchy.

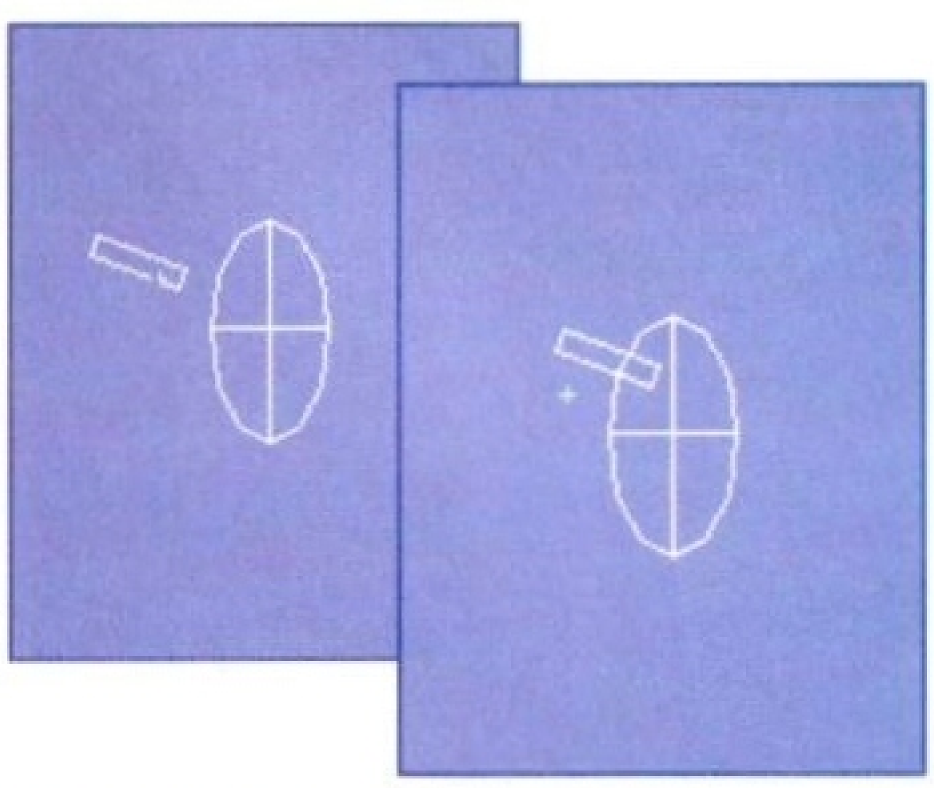
The same is true of materials. You can quite easily create a marble or metallic set of chess pieces just by selecting the parent object of all the white pieces and changing its material type.

Right, now it's time to render all of your freshly-created objects.

lation



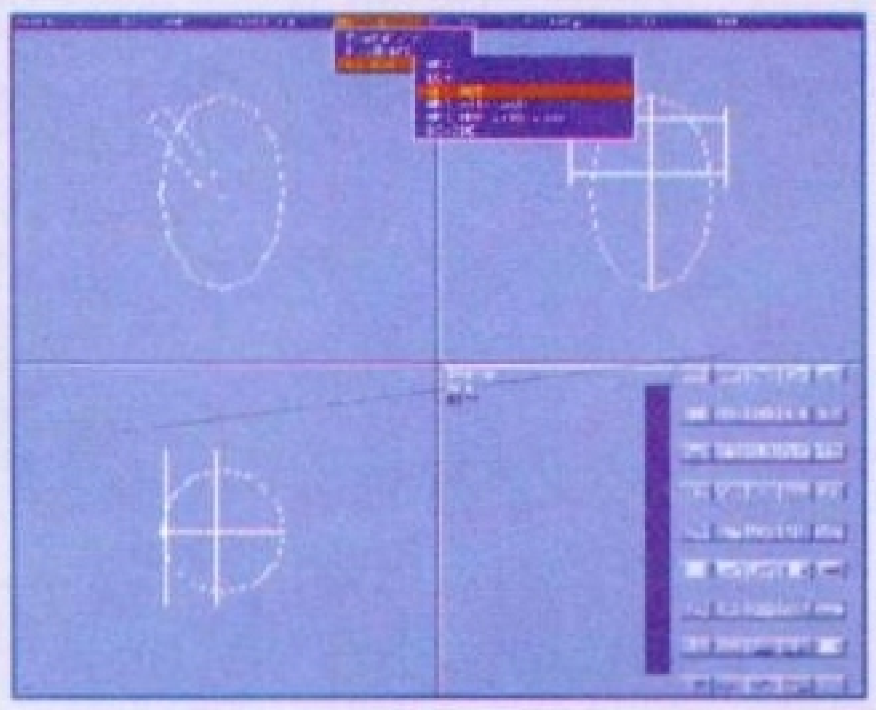
4 The top of the Bishop in a real chess set is not quite an exact sphere, it's more a sort of squashed ball shape. It is possible to re-shape your primitive very easily by simply pressing the "g" key, or Modify/Hierarchical/Stretch, and dragging it into the shape required.

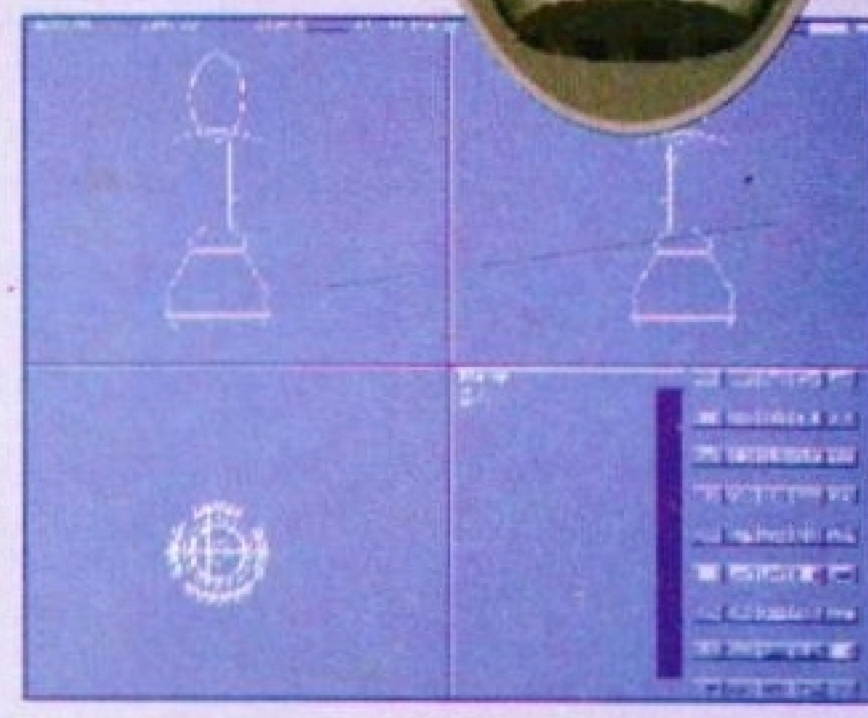


8 Now the fun starts. We need to use the function AND NOT to cut the box-shaped slice out of the blob shape. Select the box, then the AND NOT function and finally choose the sphere. You can now delete the box shape; you don't need it anymore (although you'll see that its outline is now attached to the blob).

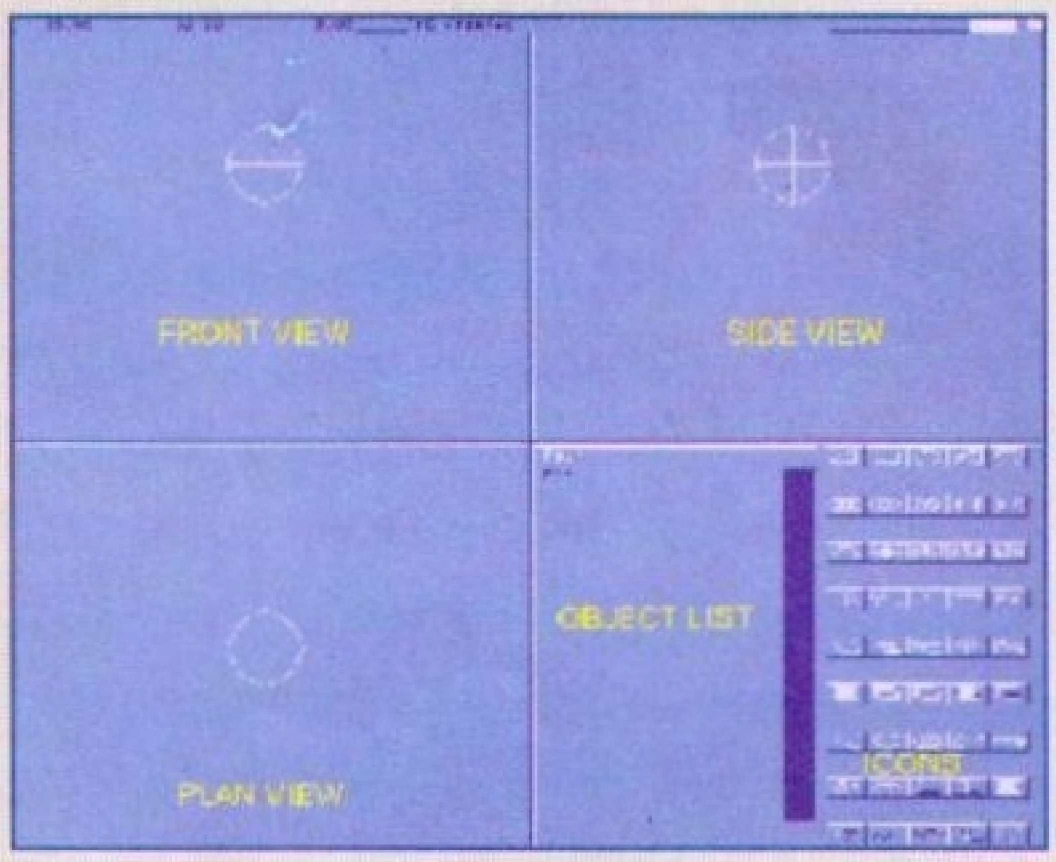
HERE'S HOW:

A. Make sure the box and blob have been named properly.
B. Select the box. This is the "tool" we are going to use to cut the blob.
C. Select the AND NOT from the menu
D. Select the blob
E. Click on a view window to confirm the operation. Nothing seems to have changed. However, select the box and delete it. Then press "!" or use the Extras/Representation/Rethink menu. You will see that something has changed and when you are rendering the image in solid form you will see that the wedge has been sliced from the blob.









THE THREE VIEWS

The main editor display of *Real 3D* contains three object views, a list and a set of icons. The three views display the objects you are working on from three different view points.

1. From the front
2. From the side
3. From the top

The object is to show as a two dimensional outline in each view, which allows you to accurately position and manipulate the objects in space.

MATERIALS

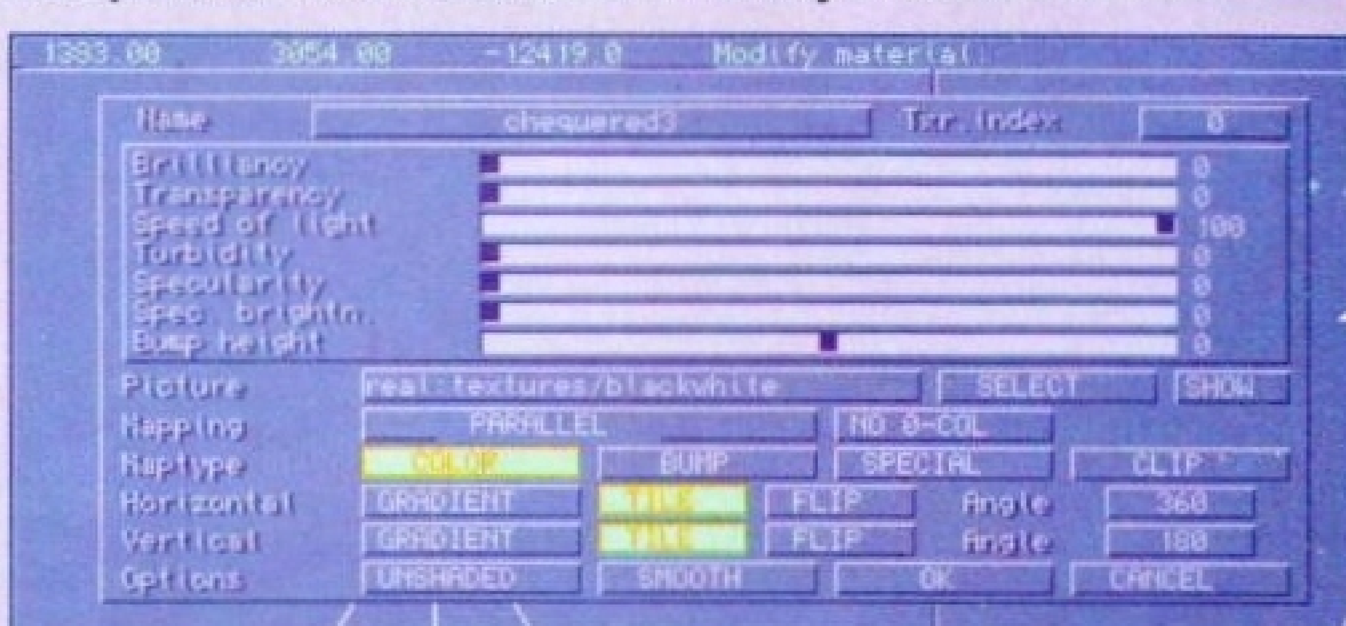
Each object can have a colour assigned to it, but the colours are really only for identification purposes whilst you are editing and performing test renders. Much more control is possible by creating and assigning a different material for each object.

Several materials are supplied as standard and these can be loaded in from the Project/Materials/Load menu. You can then examine each one in detail using the Modify option. You will see that some materials are quite simple and only affect how reflective or transparent an object will appear. Others are complicated and use an external graphics file.

A texture is a pattern which will be wrapped around an object. For example, a chequered texture was used on the chess board.

A bumpmap is another pattern, but one in which the intensity of the colours are used to indicate a height of the object. For example, if you use a bumpmap which contains a letter, the object will appear to have the letter embossed on it.

When combined, textures and bumpmaps can be used to give some very realistic results.



It's Back...



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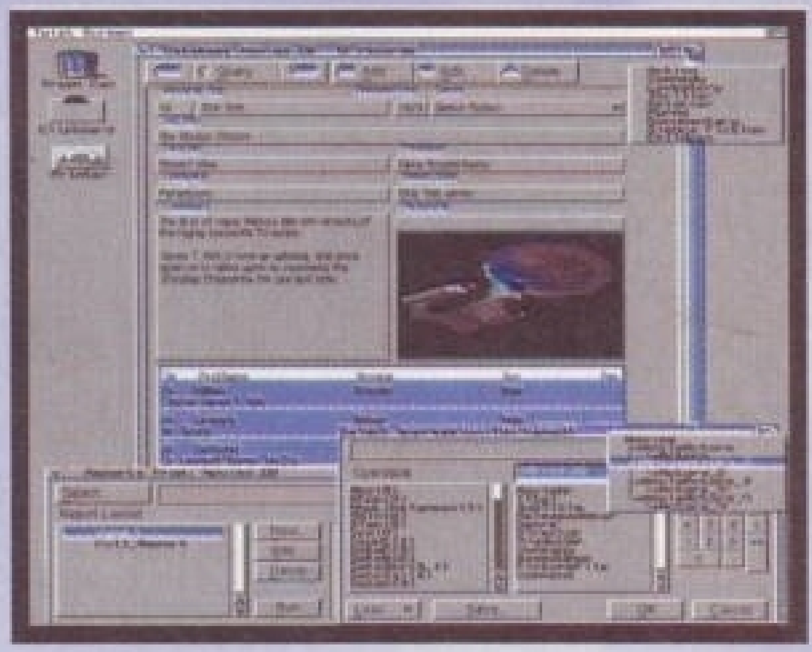


Disk Magic £39.95

Newly released, Disk Magic (screenshot on the left), is the ultimiate file and disk management utility for your Amiga. DiskMAGIC makes every task you perform - from the copying of a file, to the extraction of an archived file, as simple as a clicking on a button! In fact, after using DiskMAGIC, you'll wonder how you ever used you Amiga without it!

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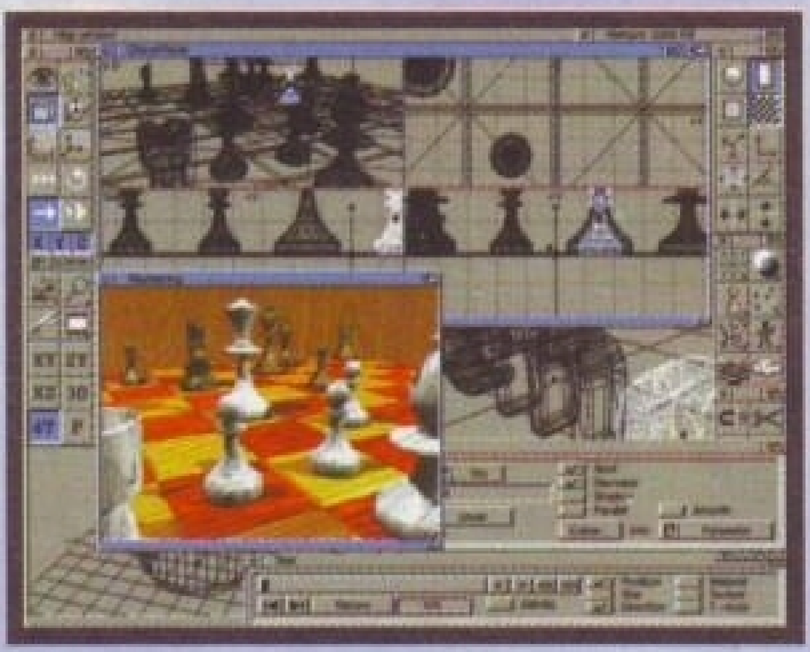


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Cinema4D £199.95

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Cinema4D also includes a comprehensive file conversion utility to allow full import of your current objects.

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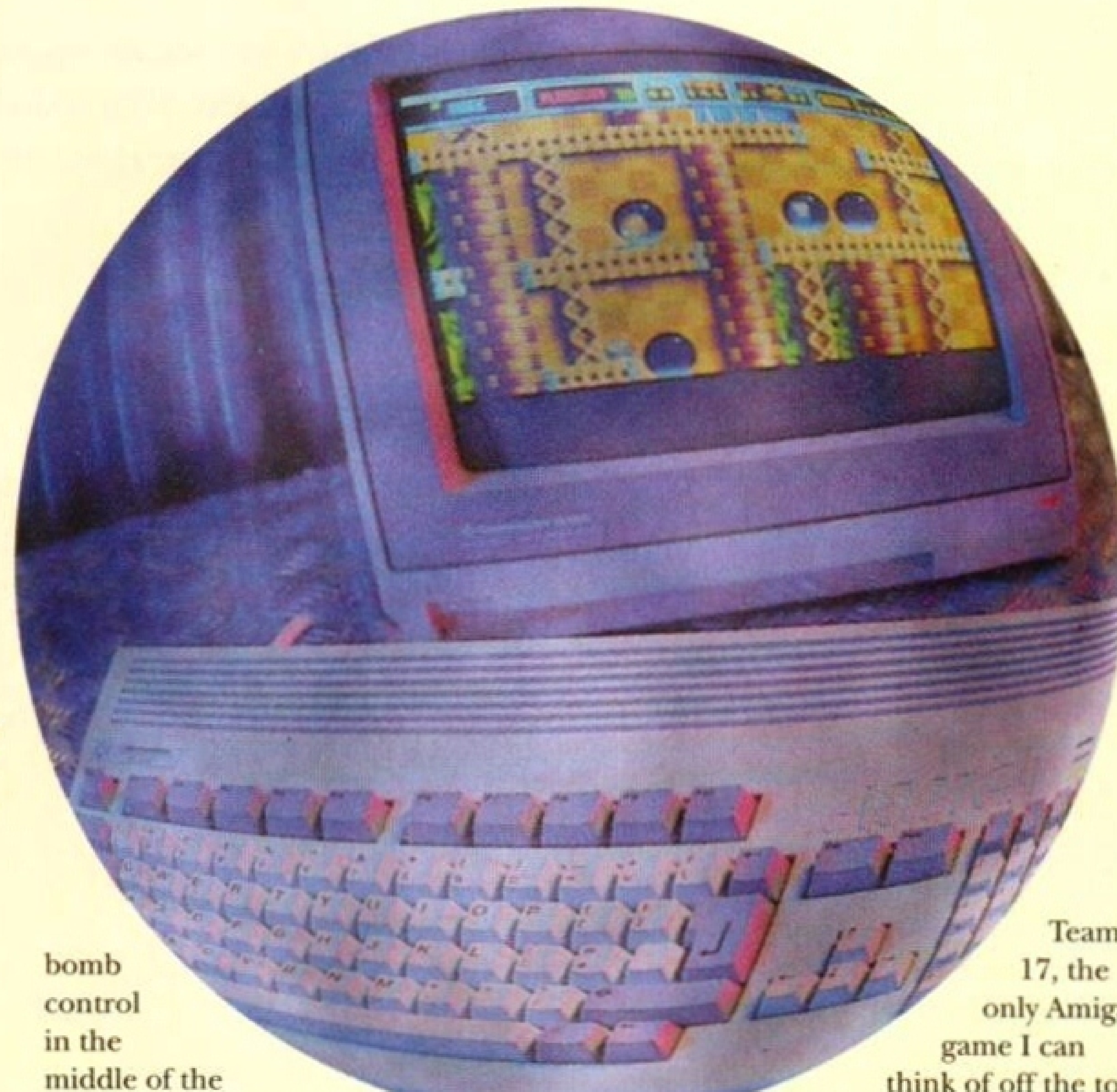
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Hello, and welcome to the second part of *Amiga Format's* "Enhanced Gaming" special. Last issue Steve McGill had a bit of a rant about some things that games could do to make themselves a bit more, well, *special*. This month we're going to be talking (well, I, Stuart Campbell, am anyway) about some of the games that already have. Join us on our amazing adventure into...

The Enhanced World



As Steve McGill said last month, the world is Bill The Computer Game's lobster when it comes to finding inspiration. There are at least a dozen simple ways in which games can be made more of an experience and a joy to behold, and I'm going to point out, er, (hang on a minute), nine of them over the next three pages.

THE CLATTER OF TINY KEYS

Players control games in so many different ways. Some like joysticks, and hold them in both hands pressing fire buttons with thumbs and trigger fingers. Other stick fans like to fix the stick to the desk or table and hit fire with forefingers, arcade style.

Then you've got your joypad fans, divided into thumbsters (again) and those weirdos who prefer to use the pad piano-style, using forefingers for both the fire buttons and the movement pad. Yep, so many players, so many styles. It must be a nightmare for game programmers trying to make all those styles work comfortably. My heart goes out to them.

Except it doesn't. I hate programmers. Want to know why? Well, I, like many thousands of Amiga owners, used to have a ZX Spectrum. On the Spectrum, joystick ports didn't come as standard, so all games had to have keyboard control options. It was truly brilliant.

After a while, user-defined keys became the norm, so you could set a game up any way you liked, never again dying because some idiot had decided to use 'up' to jump, or put the smart bomb control in the middle of the keyboard where you could never hit it in time. (But if you liked it that way, you could still have it that way).

Also, using keys gives you more precise and accurate control 99 times out of a hundred – why don't you try playing *Rainbow Islands* both ways if you don't believe me.

So why is it that 99 Amiga games out of a hundred don't have any keyboard option at all? Imagine playing driving games in perfect comfort. Millimetre-perfect jumping in platformers. As many fire buttons as you need in complicated beat-'em-ups.

But no. "Use that wobbly old 1-button joystick", insist the nation's coders. Cretins!

So it's a big hats off to *Super Stardust* from those cheeky little monkeys at Team 17, the only Amiga game I can think of off the top of my head that offers choosable keyboard controls.

Asteroids, especially, was a game that was never ever meant to be played with a joystick (even the coin-op used buttons), so 500 common sense points go immediately to whoever decided that one of the improvements from the original *Stardust* to the AGA version should be the addition of keyboard control and a hearty slap in the face goes to everyone else.

EVERYBODY NEEDS GOOD NEIGHBOURS

And there's one other kind of control cleverness we haven't covered yet – the innovative two-player mode. Two-player games themselves are ten a penny, but there are a select few where two players

Continued overleaf ➡

play not to compete with each other, but to work together towards a common goal in a spirit of friendliness and co-operation. Wimps!

But seriously though, helping each other out can be fun. Virocop and Blasteroids both feature variations on the same theme, where one player drives the ship and the other swings the turret and shoots the bad guys, although Blasteroids is the more interesting in that the two players can join up or split apart and hunt separately at any time.

The magnificent shoot-'em-up *Apidya* also has a cute two-player game, where Player One takes control of the mighty armoured wasp itself, while Player Two controls the less-powerful, but invincible drone that flies by its side.

Finally, top coin-op conversion *Pang* has a two-player mode that's neither strictly co-operative or competitive. Here, the two players share common lives and, if one dies, both players are sent back to the beginning of the current screen.

This is so infuriating (and so wonderfully open to cunning deliberate sabotage) that it's a tragic shame no-one else has tried using it since.

MOB! HUT!!

There's more than one way to be more interesting than the old-fashioned two-player mode, however. Instead of using your two players in a new or exciting way, why not have *more* than two players at a time?

Why not three? (Brilliant abstract future sports game *Projectyle*, or shallow-but-fun, dinosaur-based destruct-'em-up *Rampage*). Or four? (Arcade classic *Gauntlet 2*, or fascinating action maze wargame *Bug Blaster*).

Or even five? (The indisputable master of multi-player video games, *Dynablaster*. Even the much-hyped console versions of this under the rather snappier *Bomber Man* moniker could only manage four players at a time. But if you could crowd one more person round your Amiga monitor, up to five of you could blow each other up with cute little cartoon high-explosive devices).



VIROCOP: Why fight your friend when you can help them out, asks a pseudo hippy?

Sadly, the 3DO console was first to the idea of daisy-chainable (and hence theoretically limitless) joypads, but at the moment the Amiga can cope with more of your friends than practically any other games platform in the world.

Aren't you proud? (And for the ultimate in multi-player capers, why not sneak a peek at No.9?)

Budget-priced special editions have come to the rescue of more than one game in the past.

YOU'RE SO ("VERY") SPECIAL

What's that, Mister Publisher? Too late? Released your game with crap controls? Bumpy difficulty curve? Obvious



APIDYA: Some of the most successful airmen in the world owed their luck to wingmen.

missing bits? Embarrassing bugs? Well, it happens to the best of us sometimes.

But it's *never* too late – why not release another version of it, a 'remix' if you will, adding a few tweaks here and there, maybe the odd new bit and some general tidying up. Budget-priced special editions have come to the rescue of more than one game in the past, and yet again we have to tip our titfers in the general directions of those innovative Wakefield boys, Team 17.

Alien Breed, *Assassin*, *Body Blows* and *Project X* have all benefited from a second (or third, even) stab, especially the last-named of the above. The first



BUG BLASTER: When two players aren't enough, give four a go.



PROJECTYLE: If you've never taken part in a threesome, seek out *Projectyle*.

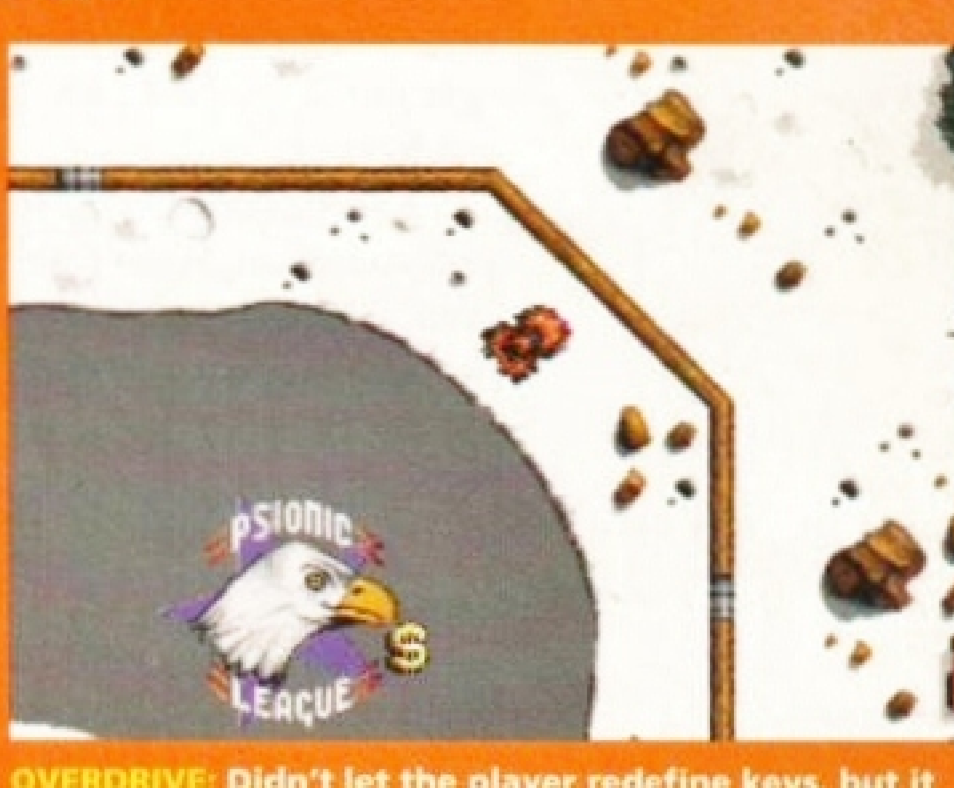


SUPER STARDUST: A slap in the face to those developing games without keyboard controls.

I'M (NOT) A CONTROL FREAK

The next-best thing to redefinable keyboard controls is to at least have some kind of other control options. These are almost as rare as keyboard-controlled games, but chapeau removal is once again the order of the day up Yorkshire way as Team 17 atone slightly for the otherwise-dismal *Overdrive* by allowing you to drive your little cars by either the "rotate-and-accelerate" method, or the less traditional "up-down-left-right" routine.

Also, the only saving grace of Jeff Minter's useless conversions of *Defender* and *Stargate* for Arc was that you could ignore Jeff's repulsive mouse-control pet ideas and play the old-fashioned way that worked so very well for the coin-op games in the first place.



OVERDRIVE: Didn't let the player redefine keys, but it did give them a choice of how to control the car.

Project X was ridiculously, unfairly hard and riddled with badly thought-out control features. The updated release was still a tough shoot-'em-up, but in a hugely less annoying way.

If only more publishers were prepared to admit their mistakes in such a public way, how happy we game players would be, eh folks? Kudos is also due to Titus, who improved their corking *Crazy Cars 3* in the only way it could have been improved, with the addition of a 2-player mode for the licensed update *Lamborghini American Challenge*. But still nobody bought it. Tch.

BUILD A PLACE WHERE WE CAN PLAY

Following on neatly from the data disk is the construction kit. This is real customer care and as such is rarer than hen's teeth (Does anyone know where this saying comes from? Has anyone ever seen a hen's tooth? Do all hens have them, or just spookily genetically mutated ones? How rare are they, exactly?) in a "New! Improved! More Expensive!" world like this one.

So, extra-special respect to the authors of *Spindizzy Worlds*, *Fears*, *Gloom*, *Gravity Force 2*, *Lode Runner* and *Boulder Dash*, who cut off their own chances of lucrative sequel larks by including the means for the player of their games to build their own levels to their own designs, for ever.

Spindizzy Worlds seems to have done so almost by accident, for the level designer is only accessible via a secret cheat mode and you have to work out the instructions by yourself.

Rainbow Arts' marble-rolling puzzler *Logical* also gave you a construction kit only accessible by secret password, this time obtained by completing all of the game's 100 set levels, a great idea only spoiled by the fact that you were unlikely to want to play 100 levels of *Logical* in the first place, let alone devise your own extra ones afterwards.

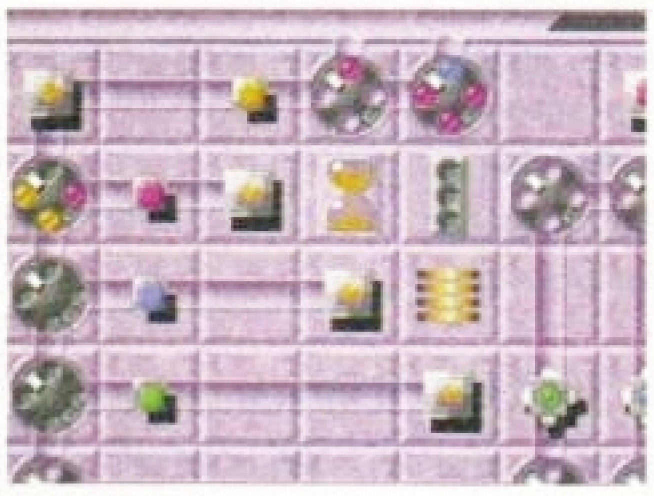
Continued overleaf ➡



ALIEN BREED: Several incarnations have continually evolved this classic of gameplay and violence.



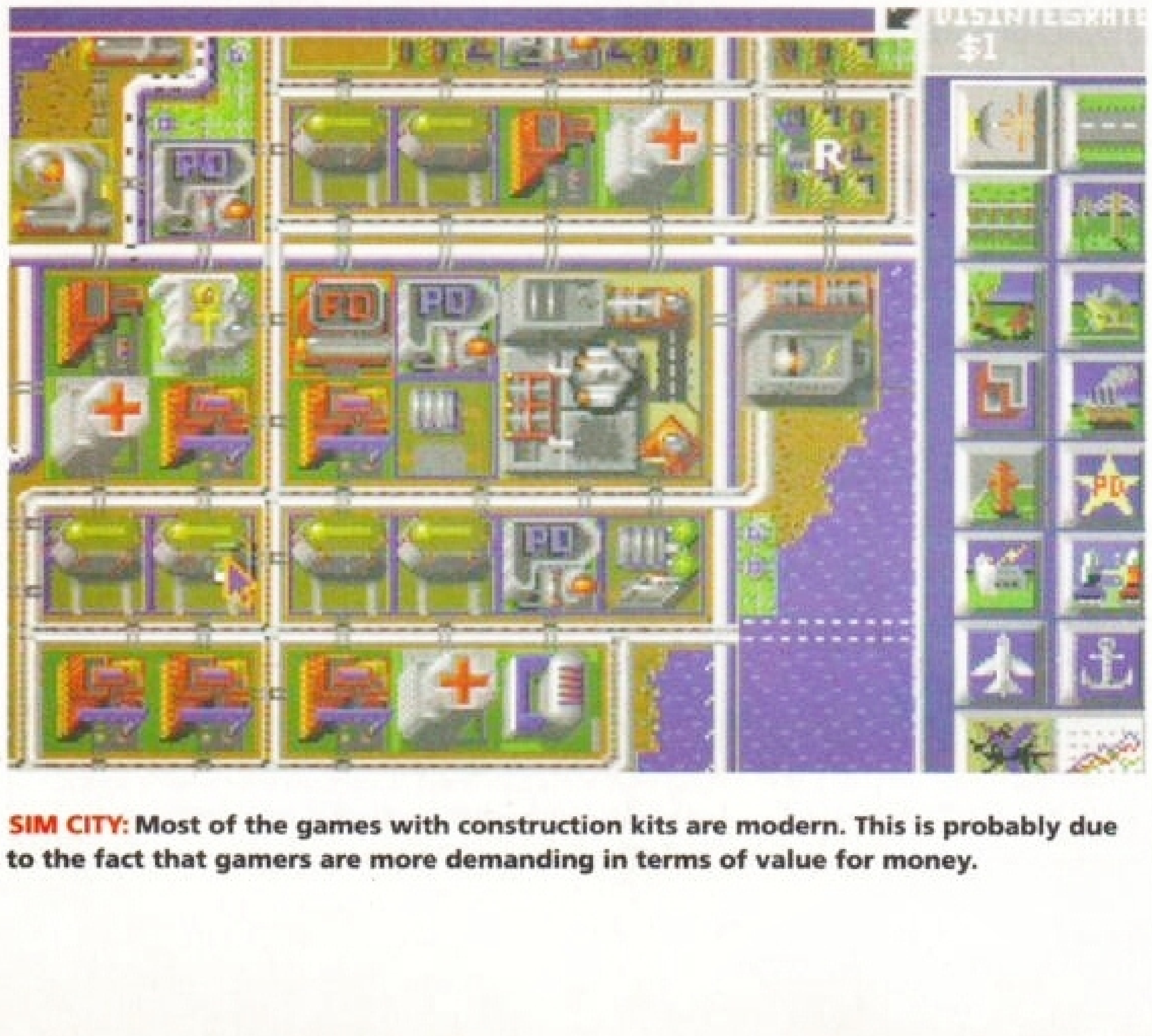
ASSASSIN: Team 17 reckon that listening to user feedback pays dividends. They're right.



LOGICAL: Completion of the game's 100 levels gave you access to a construction kit. Nice idea.



SPINDIZZY: The addition of a construction was quite possibly an accident. But who cares, eh?

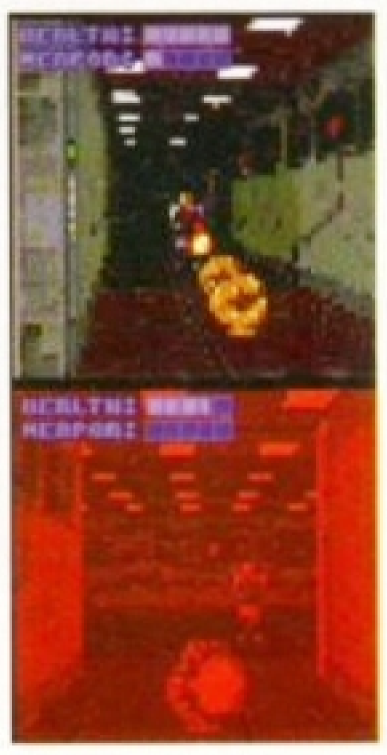


SIM CITY: Most of the games with construction kits are modern. This is probably due to the fact that gamers are more demanding in terms of value for money.

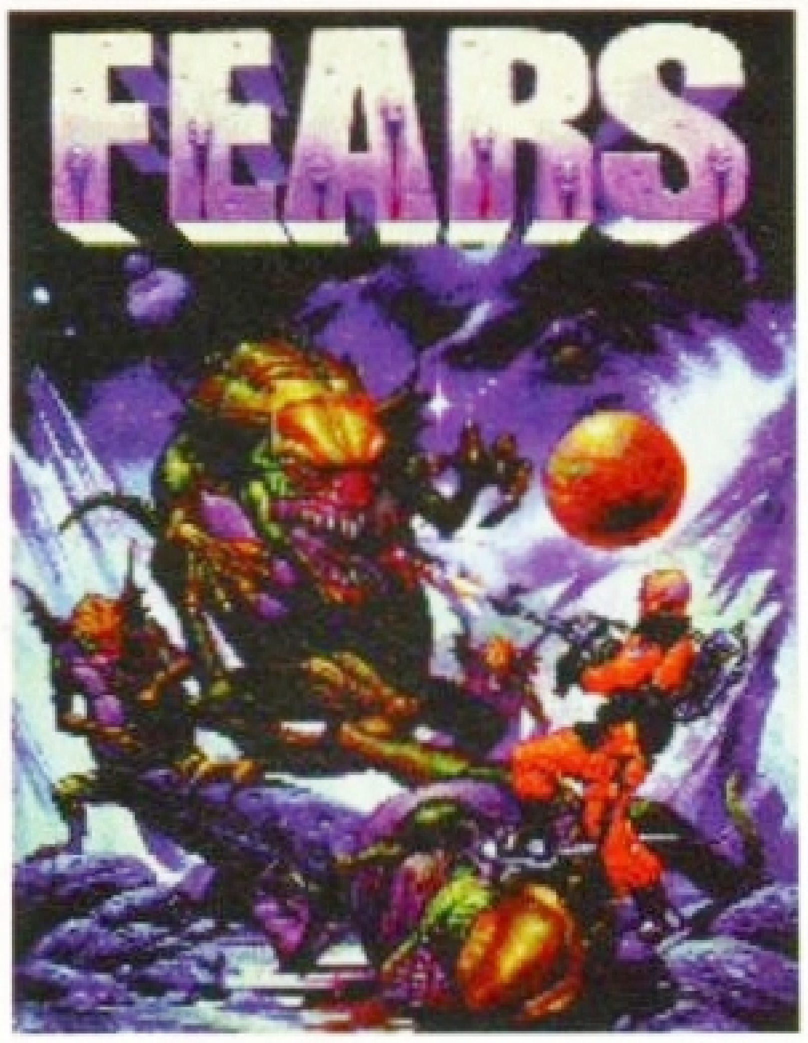
Lotus 3 had a sort-of track designer in the RECS system, whereby you could design custom tracks to vague general specifications rather than planting bends just where you wanted them.

The *Sim City* Terrain Editor lets you fiddle around with dirt and water in an almost-but-not-quite-entirely-ineffectual way (*Sim City* also came with a whole clutch of data disks featuring new graphics, preset scenarios and suchlike, incidentally).

But it's perhaps a sign of the times that most games with construction kits included are among the most recent releases. Perhaps those friendly software publishers know something we don't, eh?



GLOOM: Makes use of an accelerator so that it zips along.



FEARS: A sign of the goodies and games to come with extended use of the AGA chipset.



F1GP: Great on an A500, but on an A1200 it fairly flies and transforms its gameplay.

COME AND HAVE A GO IF YOU THINK YOU'RE HARD(WARE) ENOUGH

The toughest, but potentially most rewarding way to make more of your Amiga games, though, is to call on the help of some extra hardware.

Simply running many older games on a standard A1200 can make a huge difference (check out *F1 Grand Prix*, or *Knights Of The Sky*, or almost any other aged flight sim), but if you've got an accelerated machine, or an A4000, then the world can be your texture-mapped, Gouraud-shaded, multi-polygonned oyster. Unsure? Ten seconds on *TFX*, or *Gloom*, or *Fears* should see you raid that piggy-bank very sharpish.

Other games (like ace, frenetic blaster, *Uridium 2*) will at least notice if you've bothered to buy additional RAM and load in extra animations and sound effects. Or for the ultimate *F1GP* thrills, why not invest in an A1200, a Quickjoy Footpedal controller and a steering wheel?

The very best, though, I've saved for last. If you're lucky enough to have access to two A1200s, two monitors, one null modem cable and seven friends, then why not go the last mile and get yourself a couple of copies of *Super Skidmarks*? Playing this fab racing game with eight players and a widescreen picture stretching across two screens is the best time you'll ever have within touching distance of an Amiga. Anyone for a one-player game of *Daytona USA*? Thought not.

Even the most everyday game can enter a whole new world of enhancement excitement.

NO MORE EXCUSES

So there you have it. Just some of the easy-peasy ways in which even the most everyday game can enter a whole new world of enhancement excitement.

Let's hear no more excuses for the dull and workmanlike – the Amiga might have been under siege, but there's no reason why it can't make a comeback in style, with all guns blazing.

More games should be like *Super Skidmarks*, making gameplay more of an experience, and maybe real game-lovers won't be in quite such a rush to flock to the 'new' generation of machines. Or at least, if they do, they'll know just what they're giving up.

I have no data on that, Captain

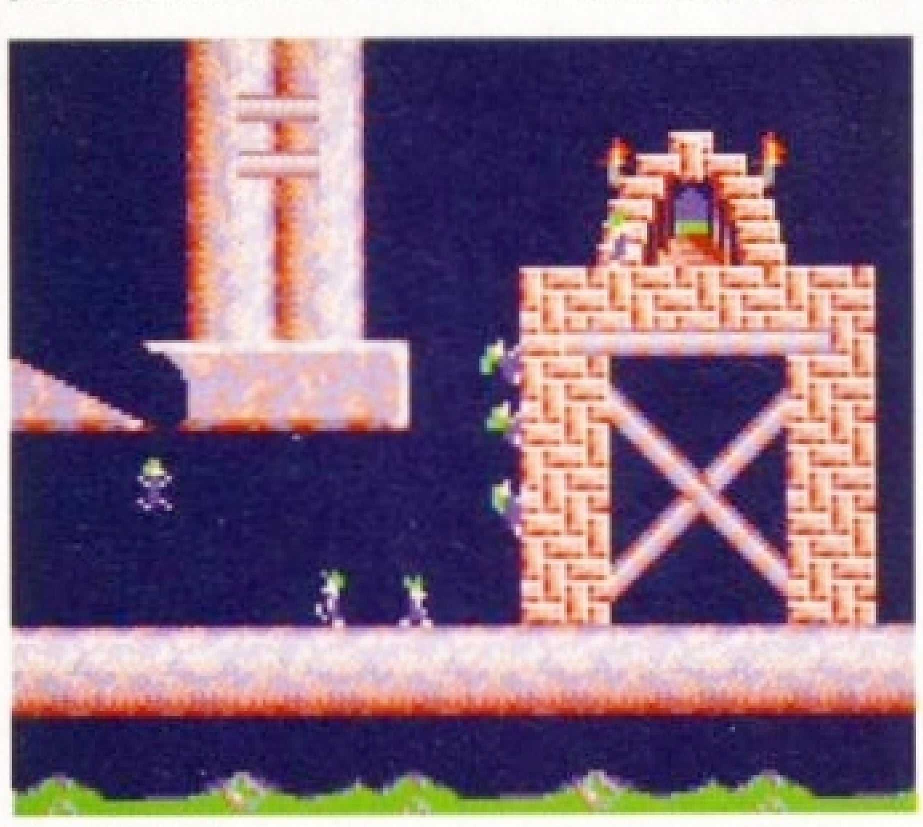
Closely related to the Special Edition is the data disk. A way of extending the life of a game, adding things to it that it should have had in the first place, or just doing something a little bit different and out of the ordinary with it, the data disk has been a much under-used device in the computer games industry, a world where 'after-sales service' is a dirty word. Or two. Maybe three.

Anyway. Even where it has appeared, quality has been wildly variable. *Oh No More Lemmings* was a rush job, a shoddily-planned paste-on of all the levels that were too dull or too irritating to make it into the game in the first place, but at least it was another fix for out-of-control Lemmings addicts. Similarly, *Populous Challenge Games* and *Their Finest Missions* gave you nothing you couldn't really have done for yourself with the original game and a bit of thought.

***Utopia* and *The Humans* fared rather better with a couple of decent sets of new levels, although neither showed any great imagination, but it was a pair of football games which really showed the potential of the medium.**

***Kick Off Extra Time* (brrrr) and *Sensible Soccer 1.1* took slightly different approaches to the idea, but both were worthwhile additions to their parent games, adding new and improved features at relatively little cost (compare the £3.95 for the *Sensible* upgrade, which also gave you your original disks back for the purists, with the £19.95 charged by Psygnosis to gullible *Lems* fans).**

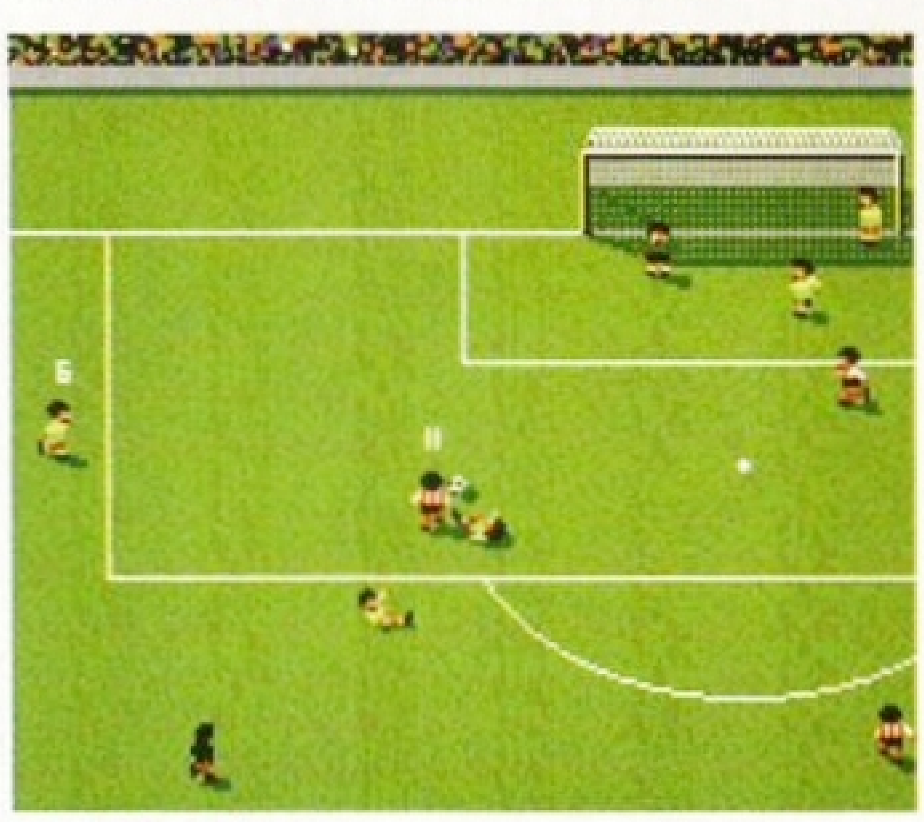
Again, most publishers would rather try to sell you a sequel than admit any inadequacies in their original games, but this kind of thing really ought to happen more often.



LEMMINGS: Whether it was an addict fix or not, *Oh No More Lemmings* was good service for gamers.



HUMANS: Extra levels of favourite games represent good after-sales service. A service mostly neglected.



SENSIBLE SOCCER: The 1.1 version was pretty much in keeping with what happened with *SWOS v1.0*.

You can't hide your love forever



LOTUS 2: Gremlin could be called the patrons of the hidden game. *Lotus 2* hid a game called *Dux* within its motor rolling code.

But it's not just construction kits some games keep up their sleeves. Some games conceal entire new, different games that are just a password or a sneaky trick away.

The Lotus games come up trumps here again, with number one featuring a little asteroid-blaster called *Rox*, *Lotus 2* hiding *Dux* (a conversion of likable arcade-zapper *Carnival*).

While my memory could be playing tricks on me here, I'm sure the third one had a tremendous *Gridrunner*-style shoot-'em-up called *Pod* lurking in its depths.

Gremlin (the publishers of the *Lotus* trilogy) are the patrons of the hidden game – in fact, the biggest hidden game of all was a neat platformer called *Chrome*, buried inside (oh crikey, now you're asking) either *Venus The Flytrap* or *Switchblade 2*.

But there's another honourable mention to our friendly old chums at Team 17, who put a version of the venerable *Pong* into the first *Alien Breed*, as well as one to Psygnosis who devoted more space to hidden bonus games in cutesy platformer *Wiz'n'Liz* than they did to the game itself.

Other authors haven't even tried to hide their lights under a bushel – the original C64 *Impossible Mission* is selectable as an option at the start of MicroProse's inferior follow-up *Impossible Mission 2025*.

And the Amiga version of Speccy classic *Manic Miner* was also rather less fun than the pixel-perfect, 8-bit version supplied on the same disk.

But the saddest loss of all is suffered at the hands of Sensible Software, whose gorgeous and under-rated *Wizkid* boasted a brilliant *Asteroids* clone called *Wizeroids*, but failed to include (as far as I know) any way of getting to it other than playing the game through to the very end. Bah!



MANIC MINER: Not as enjoyable as the included 8-bit version



WIZKID: An underrated game which featured a hidden Asteroids clone called *Wizeroids*. Those wacky Sensible lads, eh. Don'tcha just luv'em?

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EDUCATIONAL

(N.B. This includes some games)

Code	Title	Description
E033	Education 1	Learn German
E180	GCSE Maths	Syllabus taught disk
E185	Astronomy	Calculates positions of planets
E193	Astronomy	A total concept disk
E234	Colour The Alphabet	Educational spelling game
E271	The Highway Code	All you need to know
E023	Electronic Train Set (1 meg)	Construct own train set
E061	Pick up a Puzzle (2 disks)	Fit the pictures
E079	Treasure Hunt	Great Kids game
E088	Pair Crazy	Good puzzle game for kids
E271	Dinosaurs	Quiz on Dinosaurs
E298	States of Europe	Information on this continent. Good
E299	Communicate	Learn how to use sign language
E301	Japanese Tutor (2 disks) (N)	Learning disk
E311	The Internet	A guide to the Internet
E312	Learn French	French verb tester
E315	Learn & Play 3	Education & Games
E331	Jigsaw (2 disks)	Match the Pieces into a Jigsaw
E339	Dunks DTP	Desktop publishing for kids
E349	Picture Maths	Graphical maths tutor
E350	Barney the bear (2 disks)	Learn & meet animals
E410	Birthday History	Gives details of events on your birthday. Good

BUSINESS SOFTWARE

Code	Title	Description
B089	Journal	Accounts program
B136	Amibase Prof	Excellent database
B140	Text Engine	Excellent word processor
B153	File-a-fax	As it sounds
B154	QED	Beginners word processor
B175	Text plus VERSION 4	Excellent word processor
B178	(2 Discs) Analitic ALC	(2 Discs) Best spreadsheet available
B232	Cheque Book Account	Keep tabs on your expenditure
B240	Little Office	Word Proccessor, Database & Spreadsheet
B323	Onform	Invoice maker
B330	Easycalc	Excellent spreadsheet

CREATIVE + GRAPHICS

Code	Title	Description
C130	Label Designer	Various label printers
C197	Clip-art	Stars/Logos/Explosions etc.
C198	Clip-art	Valentines and weddings
C201	Clip-art	Sport
C206	ABC Adventure Creator (N)	Create your own adventure games
C231	Audio Animation Studio	Create Cartoons
C236	Word Power	Solve crosswords & anagrams
C238	Font-farm	Multitude of printing fonts
C256	Print studio	Multi purpose printer utility
C258	Garden designer	Create your own garden excellent graphics
C263	League Database	Easy-to-use football editor
C322	Lion King (3 disks)	Good Disney clip art
C331	Signature Creator	Customise your signature

MISCELLANEOUS UTILITIES

Code	Title	Description
M176	Superduper	Disk copier
M202	Sudden Impact	Disk magazine. Good & informative
M210	Pools Pools Version 2	Work out your winnings
M241	Winemaker	Database for wine lovers
M244	Lockpic V2.0	Uncover copy facilities
M245	Relo Kick V1.4	Latest D Grader for A1200
M259	Easy Spell	Spell checker/helper
M262	Essential Virus Killers	Kills all the latest viruses
M299	Tee to Green	Excellent golf-scorer
M310	Personality Analysis	Type in answers to assess yourself
M311	Cop the Lot Pro	Updated lottery helper
M332	Virus Checker V6.5	New updated killer
M333	Disk Repair Kit	Salvages damaged disks

DEMOS + RAVE

Code	Title	Description
D075	Girls of sport	Pretty shots of talented girls
D106	Madonna	Pictures and music
D166	Star Trek Animations	Anims. of USS Enterprise
D177	Star Trek Animations	Agatron no.17 More like above. Good
D287	Calendar Girls	Slideshow
D312	Rave Vision	Rave music & Graphics
D314	Nine Fingers (2 disks)	Good. Sequel to State of Art
D316	Jupiter Impact	Real pictures of planet's collision

MUSIC

Code	Title	Description
M084	Pink Floyd	The Wall remix
M093	MC Hammer	Can't touch this
M094	Guns 'n' Roses	Pictures & Music
M302	Wigfield	Saturday Night mix
U244	Sound Tracker Samples (4 Disks)	100's of sounds for sampling

ADVENTURE GAMES

Code	Title	Description
Ad005	All New Star Trek (2 drives, 2 disks)	USS Enterprise classic. Best one
Ad007	American Star Trek (2 drives, 2 disks) (N)	Graphic adventure
Ad014	Adventure Solutions (2 disks)	Loads of hints of commercial games
Ad019	Dungeon Delver (2 disks)	Difficult adventure quest
Ad065	Pixie Kingdom (2 disks)	Tricky adventure game. Good
Ad222	Neighbours Adventure	(2 discs) Bring Paul Robinson to court
Ad245	Iron Clads (2 disks)	Graphic adventure
Ad326	Wibble World Giddy	Really good platform game
Ad421	Glassback II	Very good platform game
Ad500	The Devils Abode	3D Horror Adventure

ARCADE + PLATFORM

Code	Title	Description
A010	Breakout	Classic bat & ball game
A011	Blizzard	Horizontal shoot-'em-up. High quality
A024	Eat Mine (N)	Emerald Mine Balderdash game
A050	Master of the Town (N)	Destroy town with mouse
A074	Snakepit	Eat the food to survive!
A165	Super Skoda	Car racing game
A181	Quick 'n Silver (N)	Platform. Similar to New Zealand Story
A207	Flagcatcher	Find the flags. Very addictive
A209	Games Galore Ten (N)	14 excellent games
A214	Parachute Joust	Fight for parachute on descent. V. good
A221	Revenge of Mutant Camels	Good. Similar to Centipede
A226	Dual	2 player action shoot-em-up
A243	Tetren	Excellent Tetris clone
A247	Quiz Master	Quiz which includes Editor
A255	Amos Games	5 Games including Glassback
A327	Tetris Pro	Tetris game with exceptional variants
A333	Icerunner (N)	Recom. Brilliant platform game. 10 out of 10
A338	Project Buzz Bar	Excellent asteroid type game
A340	Depth Charge	Submarine game
A341	Earth Invader	The best space invader game
A403	Assassins 218	Bomber 2000, Black Dawn
A404	Assassins 217	Mangled Fenders, Maze and Cubik
A433	Harry Haddock	Really good platform adventure
A434	Amiga Boy	Console games on Amiga!
A443	Nimble!	New. Addictive graphical platformer
A501	Internal Combustion	Car racing game
A502	Cyberman	3D Pacman game. Excellent
A503	Chaneques (2 disks)	Like Lemmings. Good
A504	Rebellion	Asteroids shoot-em-up

STRATEGY + WAR GAMES

Code	Title	Description
Sim013	Bullrun (N)	American civil war game
Sim071	Return to Earth (1 meg)	Space adventure
Sim102	Simulation 1 (1 meg)	Recommended. 5 games including Metro
Sim109	Wheel of Fortune	TV Quiz, computerized
Sim124	Napoleonic Warfare	High-quality simulation
Sim139	Battle of Britain	Defend the nation
Sim143	Card Shop	Well presented card games
Sim217	Act of War	Excellent strategy game
Sim218	Roulette	Casino Classic
Sim220	Sub Attack (N)	Also landmine + bomber
Sim224	Stratigic Games	3 excellent games
Sim410	Island	Excellent board-game. Build hotels & money
Sim414	Diplomacy (N)	Classic, similar to Risk
Sim415	War (N)	Top-quality 8-bit strategy
Sim158	Total War (N)	Risk type game
Sim428	The Shepherd	Populous clone
Sim431	Rags to Riches	Become a millionaire
Sim444	Ultimated Quiz	Pub-quiz clone
Sim505	Scrabble	Board-game computerised

SPORT

Code	Title	Description
Sp170	Amos Criket	'Owzat!
Sp208	Grand Prix Simulator	Excellent
Sp256	Slamball	Management game of US football. Type Sport
Sp263	Soccer Cards	Simplistic league-based game
Sp299	Top Of The League	Addictive football management game
Sp303	Strikeball	Baseball-type action game
Sp307	18th Hole (2 disks)	Excellent golfing game
Sp325	Mister Men Olympics (2 disks)	Excellent game for disks as reviewed in Amiga Computing
Sp337	Super League Manager 2	Updated soccer management game
Sp372	Road To Hell	Well-produced racing game
Sp373	Wrestling (2 disks, WB2.0 upwards)	Good fun graphics
Sp376	Unsensible Soccer	Good football game
Sp429	A Day at the Races	Simple horse racing game

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U246	Magic W/Bench	Excellent W/B improvement for A1200
U321	Chesmayne	Chess text & pictures
U324	Lottery Winner AGA	Helps you to win!
U334	AGA Killers	Updated virus killer
U508	Videotracker 2	AGA demo-creator
D285	Fairlight	29 meg of graphics on one disk
D289	State Of Art	Famous quality demo
D290	Raving Mad Me	High quality music video
D291	Lethal Exit	Stunning demo
D300	Technotrack II	More rave music
D301	Retina	Excellent Vector film demo
D305	Tina Small	Slideshow of model
D310	AGA Mansell	Nigel Mansell slides
D315	Minomist Rave	Great dance demo
D509	Phoebe Cates	High-resolution slideshow
E300	Speak & Spell	Good for Learning Youngsters
G321	AGA Klondike (3 disks)	Excellent patience card game
G322	Giger Tetris	Tetris clone
G339	AGA Megaball	Brilliant breakout game
G372	Mad Fighter	2 player Street Fighter game
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G441	To the Death	Street fighter clone
G442	Excellent card games III	Restricted AGA version
G445	AGA Donkey Kong	Re-hash of original. Good
G506	Battle Duel	Multiplayer artillery game
G507	Samurai Showdown	Street-fighter clone
G510	Raketz V2.25	Multiplayer thrust shoot-em-up

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SCREEN PLAY

Pinball Mania

Find out if Amiga Format agrees with Amiga Technologies choice of Pinball Mania as the game to display the real power of AGA.



Hollywood Hustler is set in Hollywood, but the hustle seems to be in loading the game.

AMIGA FORMAT HOLD TIGHT...



As the biggest Amiga mag in the world, it's our duty to provide you with the best coverage of the goings on in the world of Amiga games.

If we had decided to lower our reviewing principles this month, we could have brought you reviews of *Speris Legacy* and *Alien Breed 3D* and pretended that they were finished. Unlike some of our competitors, though, we believe that this sort of action is heinous in the short term and destructive in the long.

Certainly, inclusion of *Breed* and *Speris* would have made our games section look a lot meatier than it does this month. A smidgeon of bad luck has been involved too – we're literally a couple of days away from full reviews of *Thomas the Tank Engine, Andre Agassi's Tennis* and Audiogenic's *Imran Khan's Cricket*.

Besides those, there are still a host of excellent games waiting in the wings that'll be ready in time for next month.

So, don't feel too despondent. The general feeling at the ECTS from many of the games publishers was that their developing policy will be reviewed after Christmas if the Amiga does well. They know its a bouyant market and nothing else can touch it for user-loyalty.

Steve McGill

AMIGA FORMAT'S REVIEW POLICY

Every month we scour the world's software houses for the latest and greatest Amiga games. We try to ensure we keep you as up-to-date as possible and we'll stop at nothing to bring you the best, definitive, no-nonsense reviews of the games that matter.

WHAT OUR REVIEW SCORES MEAN

90+%
The crème de la crème. Only the very best, most playable and original games are awarded an *AF* Gold – the most highly prized rating there is.

80-89%
These games are very good, but due to minor flaws are not the finest examples of their genre.

70-79%
Good games which are worth buying, especially if you have a special interest in a game type.

60-69%
Average releases with somewhat limited gameplay and appeal. Games in this category tend to be flawed.

50-59%
Below average games which are unlikely to impress your mates or your wallet. Avoid.

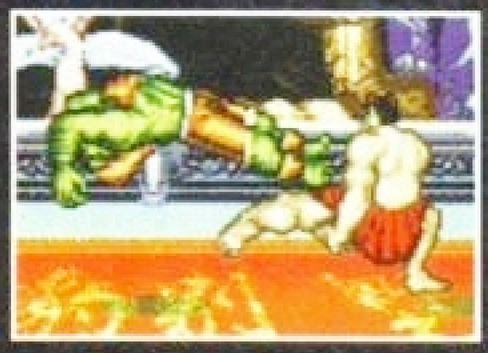
40-49%
Overwhelmingly poor quality games with major flaws and appaling gameplay.

Less than 40%
The absolute pits.

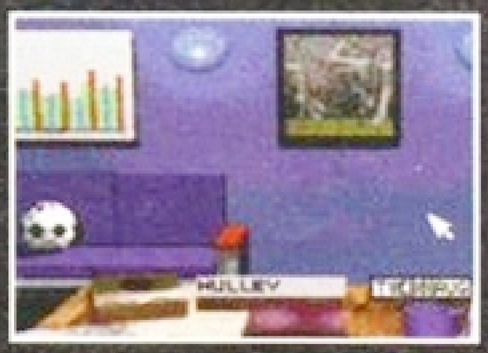
IN PREVIEWS THIS MONTH ARE...

VIRTUAL KARTING page 42

If at first you don't succeed, try, try again. OTM failed with their first driving game. This time, if the demo they sent us is anything to go by, they seem to have captured the recipe for success. See if you agree.



STREETFIGHTER: Top CD32 fighting fun.



TRACK MAN 2: Modular design being perfected.

REVIEWS



To actively seek and propagate insider information on the top Amiga. A task Steve McGill took to with relish. Here's how he got on...

Previews

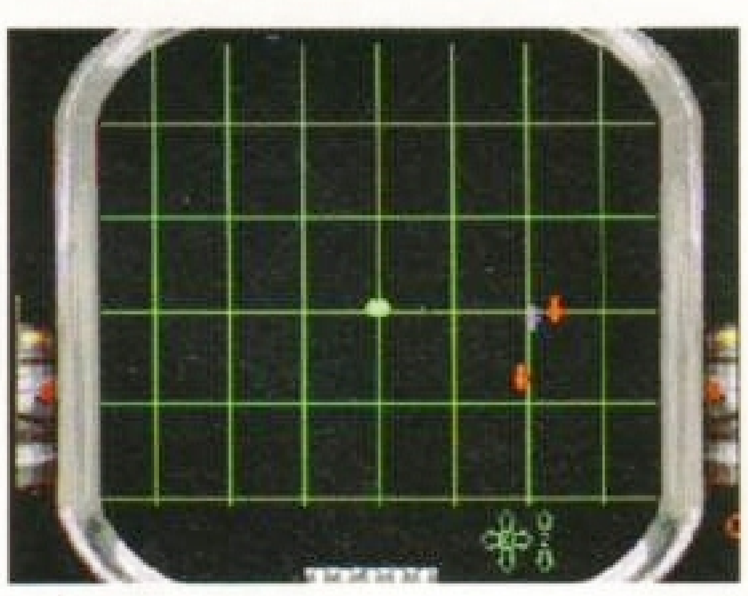
STAR CRUSADER

GameTek ■ 01753 553445

Crusaders were the scourge of the heathen earth in the early centuries of our illustrious history. They were the twelfth century equivalent of Salman Rushdie with armour, attitude and religious antipathy.

Suddenly, after a short break of around 800 years with loads of inconsequential wars in between, computer games and GameTek appeared on the scene with *Star Crusader* on the Amiga.

Now, instead of fighting on horseback with a sea of desert between you and the Saracens, you fight against an enemy of your own choice with a sea of spatial vacuum separating adversaries from friends.



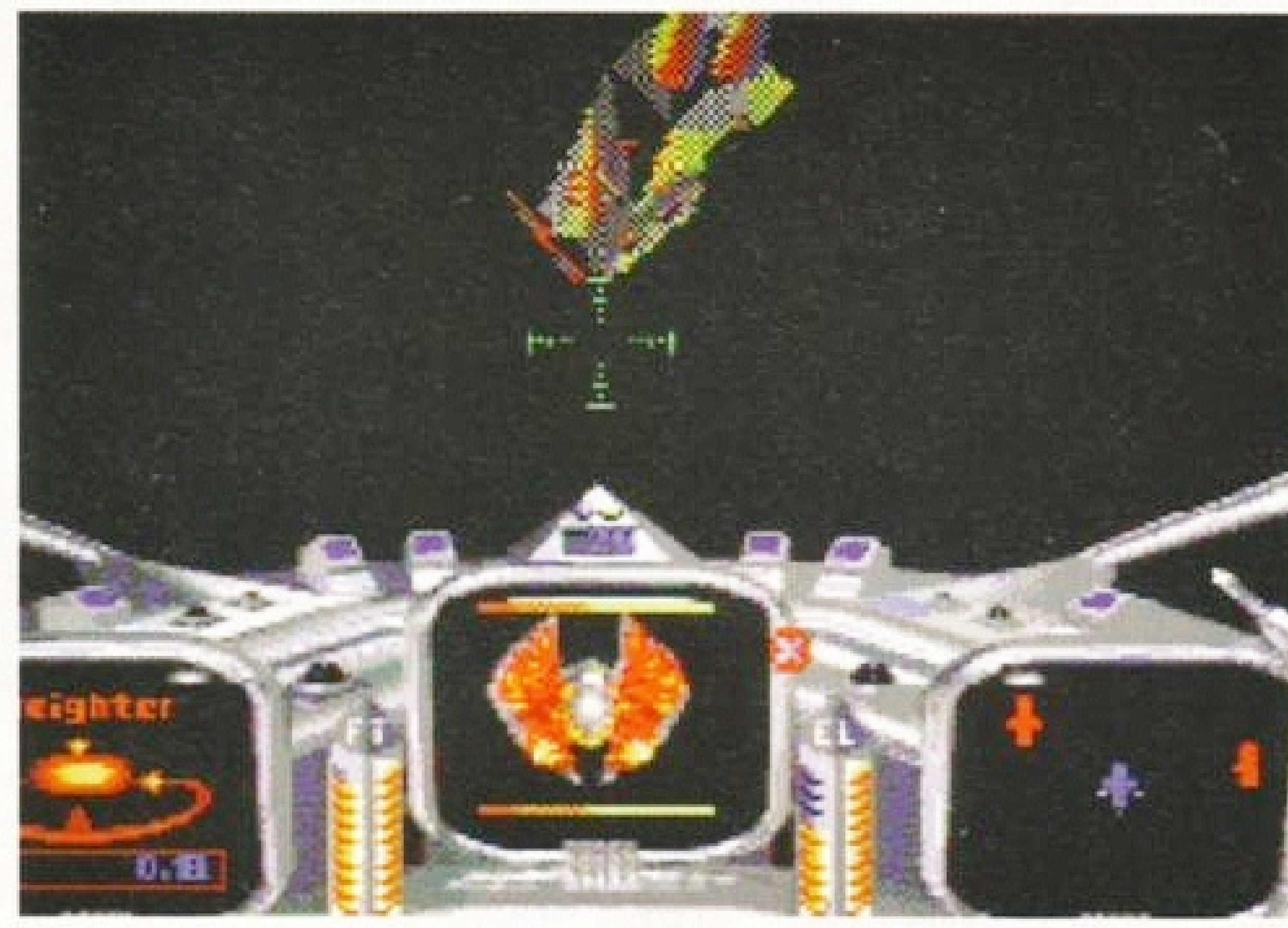
STAR CRUSADER: The tactical battle map helps Crusaders make fighting decisions.

The quest is simple. Choose a side in a vast interstellar war. Lead the war against your enemy, choose tactics, make command decisions and conquer territories through fighting fervent pitched battles in space. Territories gained and territories lost show up on a strategic battle map and allow the Star Crusader to plan strategies to further his/her aim

There's a choice of eleven different ships to do the business in. Each sports its own individual flight characteristics. The ships are intended to look pretty and, indeed, their individual demeanour will help the player identify all the more with them.

Fans of Wing Commander may feel somewhat uncomfortable about *Star Crusader's* similarity, both in plot and look and feel. But, considering what we have already seen, there certainly seems to be enough scope to be different and enough depth to offer considerable longevity.

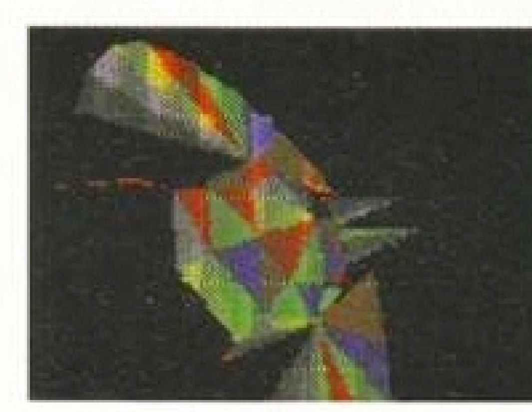
The demo we got to play set us on a simple mission to destroy three freighters. Using a standard 2Mb 1200, we found it to be a bit slow, but not so slow that control was finicky.



STAR CRUSADER: Take enough time to line ships up ships in your sight and then kill them.

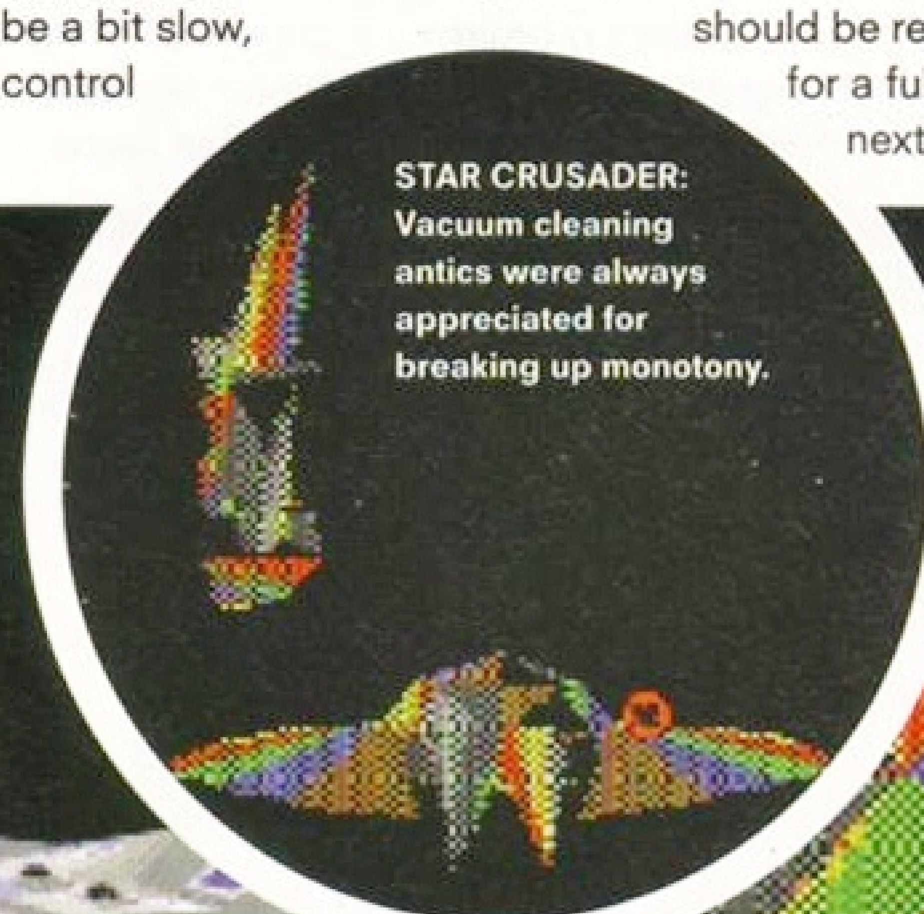
And, to help things along a bit, there's a toggle for an NTSC screen which increases the running speed just enough for the player to gain a realistic feel for the handling of the ship.

It's still too early to make any conclusions about the game, but if the mission we played is anything to go by, it could definitely excite some interest from Amiga gamers. Especially if they're fans of Elite or Wing Commander. *Star Crusader* should be ready in time for a full review next month.



STAR CRUSADER: Richard the Lionheart would probably be interested in looking at this.

Continued overleaf ➡



STAR CRUSADER: Vacuum cleaning antics were always appreciated for breaking up monotony.

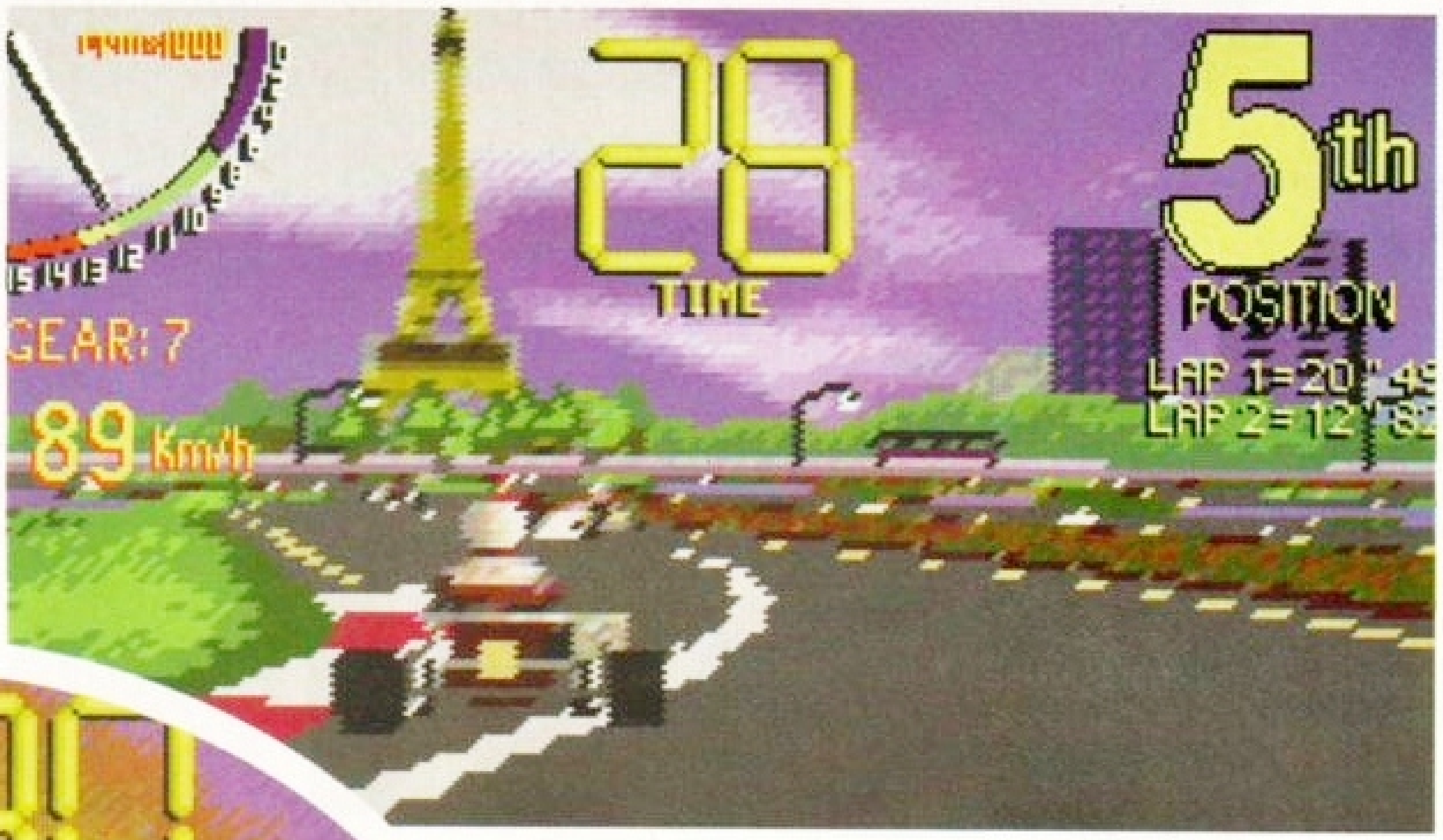


STAR CRUSADER: There are several weapon types to choose from, as well as many different views to be used when hunting down the enemies.



STAR CRUSADER: Not quite the texture mapping extravaganza of the PC, but the game's still pretty colourful. Colourful enough to be interesting.



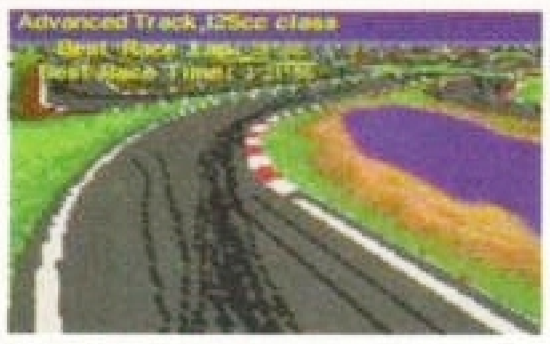




VIRTUAL KARTING:
ABOVE LEFT: Overhead racing is also an option for those who like hot air ballooning .

ABOVE RIGHT: There's real potential with *Virtual Karting* to be a Super Mario Kart beater.

RIGHT: Sometimes you get so close to the Karts in front you feel that you could kick them.



VIRTUAL KARTING: The black lines are supposed to represent inlaid rubber. They lie on the racing line, but can be very confusing.

VIRTUAL KARTING

OTM Publication & Promotions Ltd.
■ 01827 67010

OTM Publications were the people responsible for Touring Car Challenge which we reviewed in *Format 74* and awarded a paltry 21%.

There were numerous reasons for the low mark, the main one being that the game quite simply wasn't worth the asking price of £29.95. It was after a mere update of an F1 Licenceware game called F1 Challenge which, even at the measly cost of a fiver, was hardly inspiring.

So, when we were informed of OTM's most recent upcoming project called *Virtual Karting* you could forgive us for feeling a bit apprehensive. And that's where the first rule of game previewing journalism comes in.

Never pre-judge anything, even if the previous track record of the company involved has been less than inspiring. For *Virtual Karting* has the hallmark and potential to be a fabulously competitive, high-selling racing game.

Superficially resembling Super Mario Kart on the SNES, several of the AGA chipset's chunky modes have been utilised so that different scales of view can be utilised by the gamer. Resembling the famous/infamous Mode 7 of the Nintendo console, *Virtual Karting* also offers an overhead, taken-from-the-Good-Year-blimp view.

The resemblance to Mode 7 doesn't stop at the look of the game, however. The rotational feel of Mode 7's control system is the same and the graininess of the textures and the screen resolution is also in keeping with that mode.

Anyone who's ever driven a kart will realise that their use in the game is a wise choice in that they complement the game mechanics. Karts have probably got the tightest turning circle of any fixed-chassis, four-wheel motor vehicle.

In real life, it's very easy to spin them round 180 degrees with a deft squeeze of the throttle and a sharp twist on the steering wheel. And that's what it feels like and plays like with *Virtual Karts*.

On the downside, it looks as if there's only going to be three tracks to race on. Twelve were mentioned by OTM's Systems Director, but it seems that they're destined to be released on coverdisks and update disks for the future.

The preview copy we got to play around with had the option to play it using either a mouse, an analogue joystick, or a standard digital joystick. Unfortunately, with the digital joystick, it's Forward only to accelerate. The fire button is used to change gears manually. No option for fire to accelerate exists. Hopefully, this will be changed in time for the review.

In all, *Virtual Karting* looks very promising and may turn out to be the surprise driving game of the year.

Full review next month for those prepared to wait.



VIRTUAL KARTING: The screenshots don't do the game justice. In motion, it looks grainy and gritty, while still managing to remain pretty.

VIRTUAL KARTING: There are four different views in all. Here we see the 'on the ground, in your face' view. Best for the sensation of speed.



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SEVENTH SWORD OF MENDOR
Above: Shadowy blokes and big swords set the RPG scene.

SEVENTH SWORD OF MENDOR:
Above right: Seven swords and someone's nicked one.

SEVENTH SWORD OF MENDOR:
Far right: Walk the streets and interrogate, fight, or cast magic on whoever you meet.



SEVENTH SWORD OF MENDOR:
If required, you can generate your own characters.

➡ **Continued from page 42**

SEVENTH SWORD OF MENDOR

AGA Amigas ■ Grandslam
0181 680 7044

Grandslam were one of the first developers to contact us when news of the Commodore buy-out hit the industry's consciousness.

"There's a real buzz in the Grandslam office with the news," enthused Chris Warrender, their Marketing Manager.

Due to this, the Amiga has again become a central part of Grandslam's development and strategy plan.

Work on *Seventh Sword of Mendor* is now in full flight and, if everything goes according to plan, should touch down for a late autumn release.

Described by Grandslam as being very similar to DungeonMaster, but for the Nineties, it features an extremely large playing area and has been compared to the playability and structure of the Ishar series married to the graphical style of DungeonMaster.

As is the norm for an RPG, a party has to be selected by the player. Six races and six professions are on offer and this is where the style, personality and approach of the player comes into play.

The default party will consist of a yin yang mix of muscle and magic; two fighters, a thief, a ranger, a priest and a cleric. But it needn't be so.

If you're into melee rather than magic, opt for a party of fighters or vice versa. It'll all depend on your outlook.

Each character has different characteristics and skills that can be improved throughout the game.

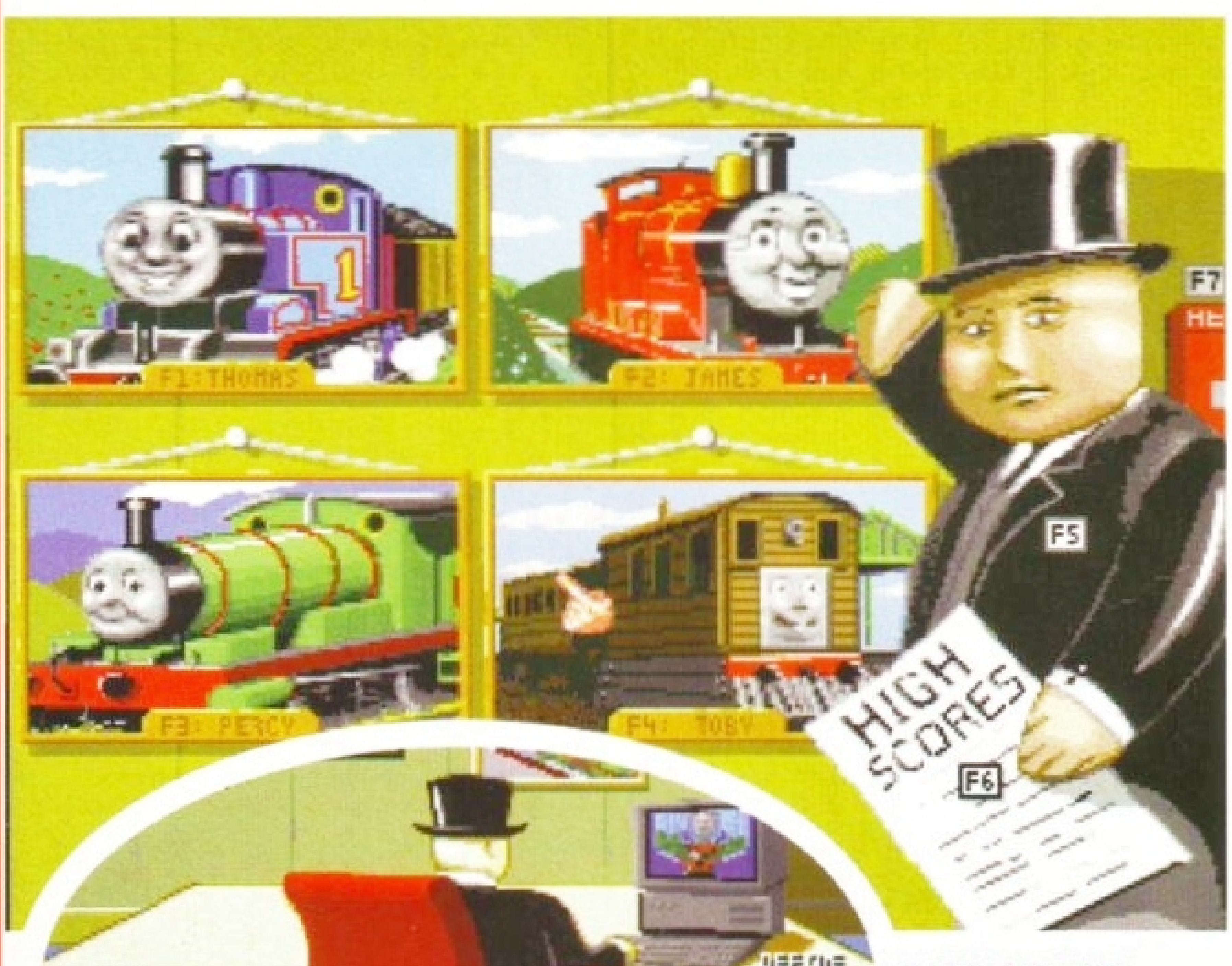
And so to the plot. You have to recover the seventh sword of Mendor, which has been stolen. While verging on cliche, it sounds strong enough to drive the action and force some tough decision-making on the player.

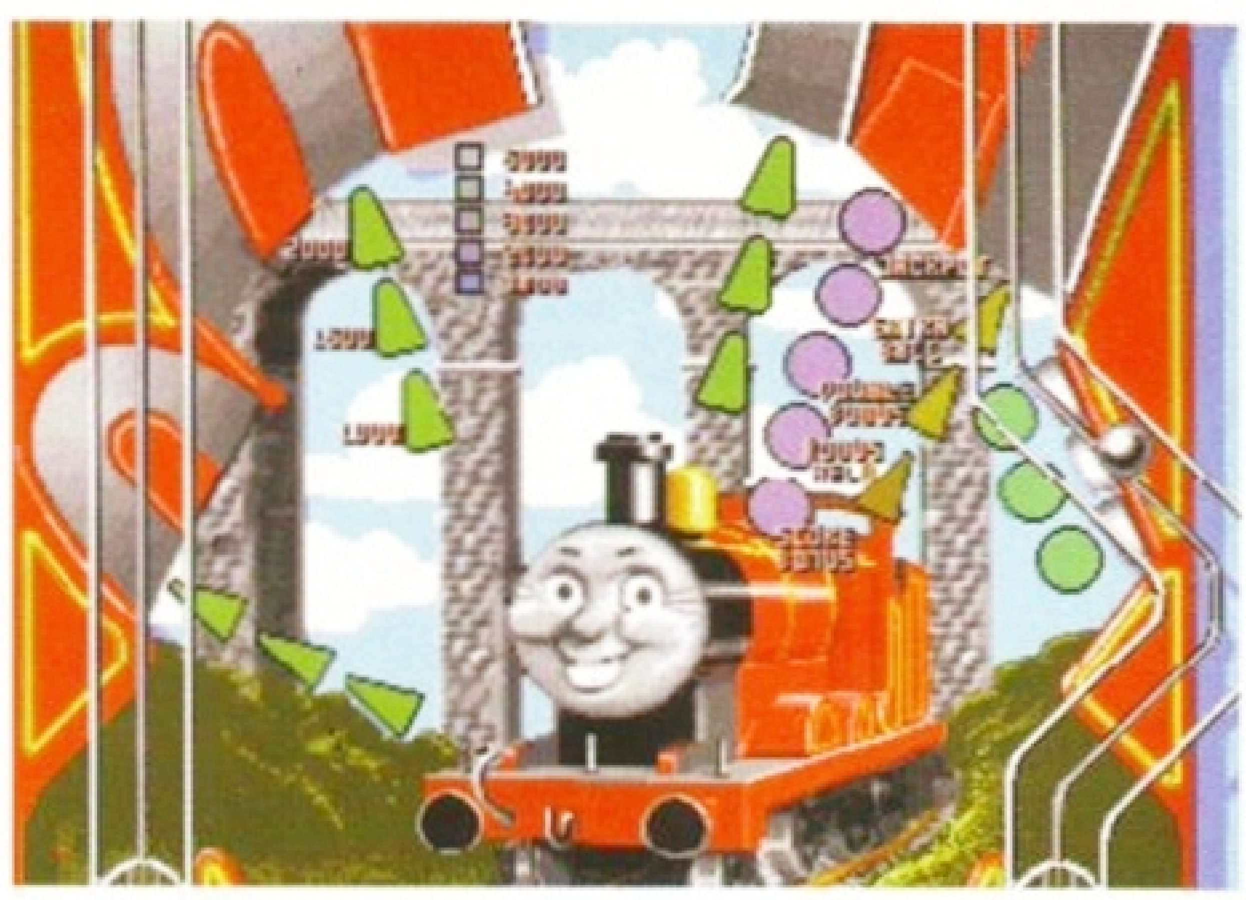
To achieve the main quest, though, you have to engage in ten sub-quests. Each of which throws cunning puzzles at you.

As the game has an open-ended approach, some lateral and tangential thinking has to be indulged in.

Along the way, the player will find that there are 30 different types of swords to be used, together with a unique 'herbalism' mechanism that lets the player create potions, spells and other magical brews, and customisable weapons and wands.

From what we've seen so far, it should fit the bill for all Amiga RPG fans out there. Barring unforeseen mishaps, a full review will be in evidence next month.







THOMAS THE TANK:
Above: Sir Toppam Hat pretends that he isn't vertically challenged.

THOMAS THE TANK:
Remember kids, don't try to play pinball on the rail track.





THOMAS THE TANK ENGINE PINBALL

1Mb Amigas ■ Alternative
01977 797777

Who says you can't call the Fat Controller the Fat Controller any more? Not *Amiga Format*, that's for sure. He's the Fat Controller. Do you hear us? THE FAT CONTROLLER!

Sorry about that. The non-specific, fascistic, liberal, wishy-washyness of the politically correct just got to me there. Apparently, the Fat Controller's been burdened with some stupid insipid characterless name Sir Toppam Hat

Anyway, *Alternative* previewed this charming pinball game for us in our sister magazine *Amiga Power's* office. They're targeting the game at families with young children, the intention being that families will form closer bonds with each other through a bit of friendly competition playing the game.

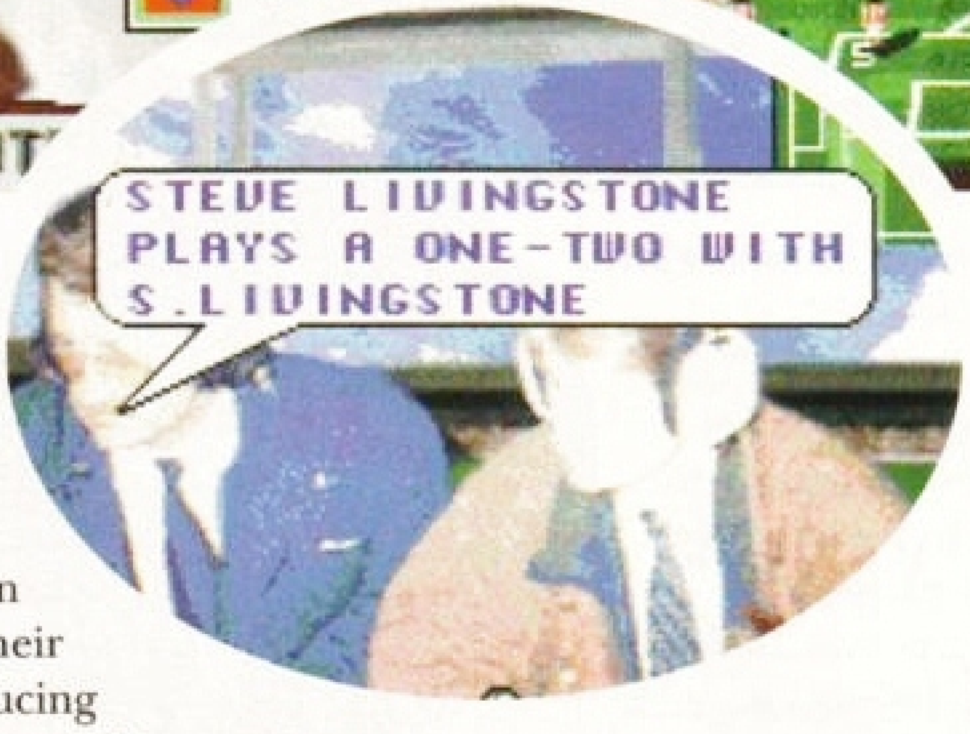
Thomas the Tank Engine, of course, is the perfect icon for all of this family-frolicking due to his cult popularity among the toddling, blue train set.

There are four tables to be played on, each one representing a character from the Thomas books; Thomas himself, James, Percy and Toby. As such, kids will immediately identify with the game.

To further hook the young'uns, the exit lanes (the bits at the side which lose the ball for you, thus proving that there isn't a God and that life isn't fair) guide the ball back on to the flippers and, therefore, prolong the life of the silver ball and help hold back youthful tears of injustice.

Furthermore, the game can be customised in a limited fashion; the slope of the table can be changed in increments, the steeper the table, the harder the game; the number of balls in each game can be selected, anything from three to ten; and there's a high score table, so that kids can rub it in to their mum and dad just how much better they are at pinball.

In fact, we tend to think that aiming *Thomas the Tank Engine Pinball* at the family market is limiting the all-engaging appeal of the game. If there was an option to switch the exit lanes to their more adult function of inducing cursing and inciting blasphemy, this one would pull in the big boys and girls as well. We just missed this for a full review this month, so, as we've been known to say before, full review in next month's issue.



TRACKSUIT MANAGER

1Mb Amigas ■ Alternative 0197 797777

When the original *Tracksuit Manager* appeared in the Eighties on the 8-bit systems, it was an automatic smash. The reason for this was simple.

It threw out a load of the tedious financial aspects that had beset the genre and instead concentrated on tactics and team planning. It also pioneered the implementation of in-game commentary. Although, in retrospect, maybe that was a bad thing due to just about *every* management sim copying it and, in most cases, doing so very badly.

In the new version, Alternative claim that everything's been radically speeded up, advanced, revamped and redesigned. The tactical engine is now compact, bijou and ultra modern.

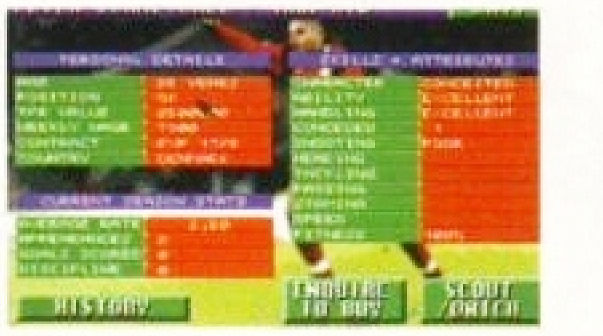
Moreover, as Roger Hulley from Alternative was keen to point out, the modular design of the engine lets you jump from feature to feature quickly and seamlessly. It saves loads of time and makes the interface a joy to use, rather than a bind.

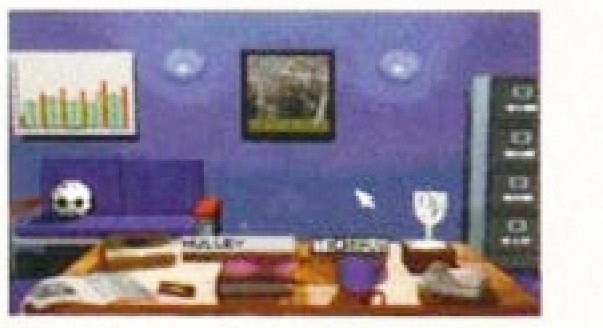
The front end presents the user with a picture of a manager's office, not unlike those found in the On the Ball series of sims, but will probably end up being used only rarely due to the aforementioned design.

There's lots more as well, but we'll expand on those in the main review which should be with us at the end of September.

TRACKSUIT MANAGER 2:
Below: Skills can be toggled between comments and stats.

Below bottom: The Manager's room is where it all happens.





TRACKSUIT MANAGER 2:
Above left: *Tracksuit Manager* pioneered match commentary first time round.

TRACKSUIT MANAGER 2:
Above: If you don't want to sit through the match commentary, it can be speeded up.

TRACKSUIT MANAGER 2:
Above right: Formations, players, tactics, etc. can all be changed from varying screens.



TRACKSUIT MANAGER 2:
Keeping an eye on the Sunday papers is a must. That way you'll be able to work out which players are worth scouting out and which players are worth buying.

FLIGHT OF THE AMAZON QUEEN

1Mb Amigas ■ Renegade
0171 391 4300

Talk to your parents or your grandparents (all depends on your age) about cinema in the days when they were a nipper and you'll be surprised at just *how* interesting going to the pictures was in their time.

Morning cinema usually featured adventure series like Rocket Man, Flash Gordon and Cliffhanger. At the time, they represented state-of-the-art fun and excitement.

Now, they're laughable, but



FLIGHT OF THE AMAZON QUEEN: Familiarity with all of the characters is important.









AMAZON QUEEN:
Above: Has the potential to be up there with *Monkey Island.*

AMAZON QUEEN:
Above right: What's a Lola the rest of the team asked?

AMAZON QUEEN:
Far right: Potentially as complex as *Beneath a Steel Sky.*

AMAZON QUEEN:
Middle: "Are you calling wur lass a pretty bird?"

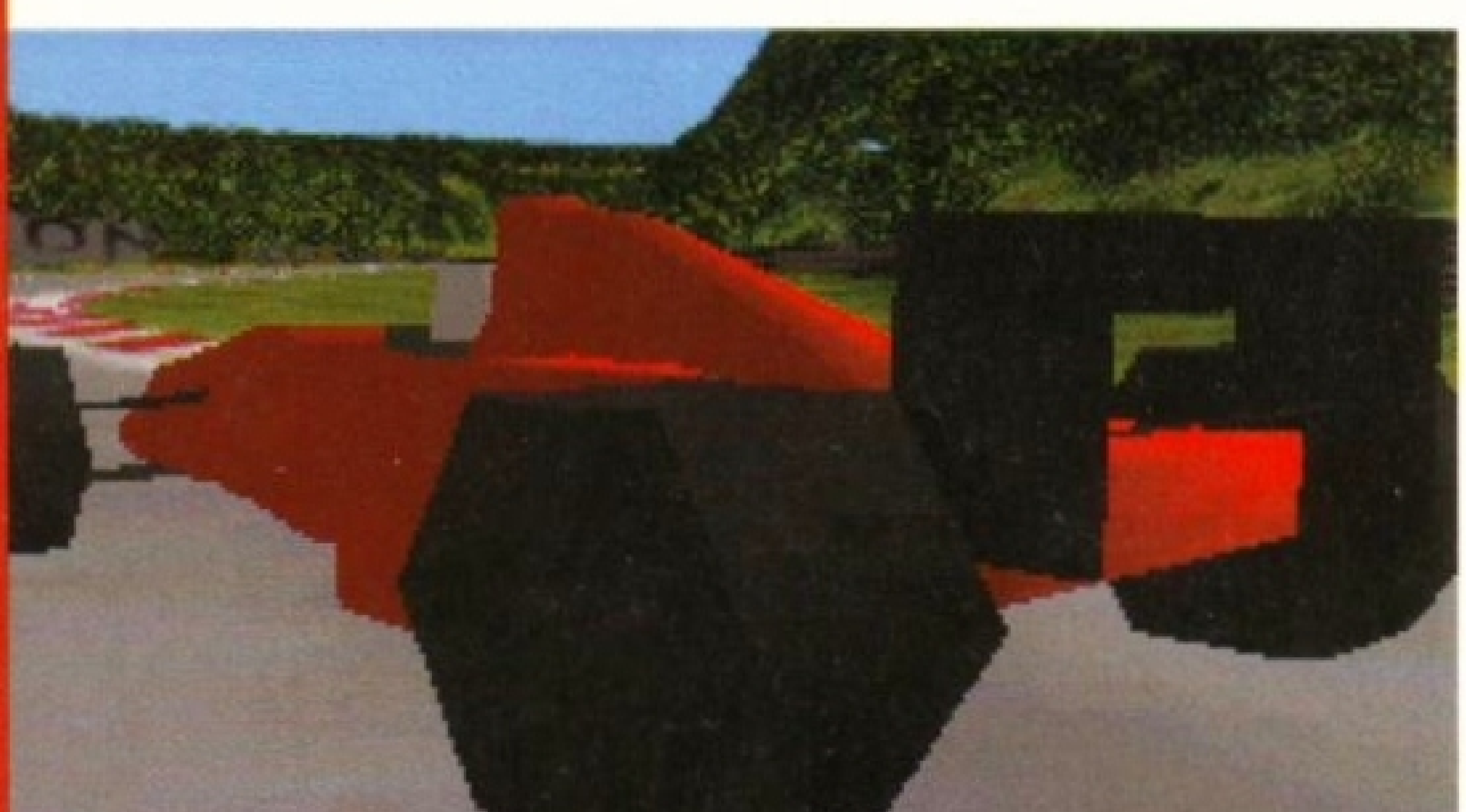
nevertheless lovably enjoyable.

It's this ethos that Renegade are attempting to capture with *Flight of the Amazon Queen*. Vaunted as an "irreverent pastiche of the adventure serials that were popular in the 1940s", it's said to be "brimming with fun-filled action and a progressively difficult level of play."

The player's put in charge of a pilot for hire character who goes by the name of Joe King. Joe can select which location he wants to visit by utilising a panoramic map screen. Once selected, the game uses a device known as full screen cutaway sequences which, apparently, gives the game "dramatic depth".

Joe can expect to meet many interesting people along the way, including over-zealous missionaries, a race of Amazon women and their beautiful princess, a six foot pygmy tribe and a secret organisation called "Floda" who are intent on taking over the World.

Developed by Interactive Binary Illusions, *Flight of the Amazon Queen* will install to hard disk. Again, this is another game that should make into the next issue with loads of time to spare.



POLE POSITION: F1 TEAM MANAGER
Left: Adventurous camera angles, tracks and pans are promised for the view mode. Here we see a close up of some kind.

POLE POSITION: F1 TEAM MANAGER
Below left: Ascon reckon that you'll never think about *Grand Prix Racing* the same way again after playing this.

POLE POSITION: F1 TEAM MANAGER
Below: With any luck, Damon Hill doesn't exhibit the same ability to take Schumacher out of the race as he does in real life.

POLE POSITION: FORMULA ONE TEAM MANAGER

1Mb Amigas and A1200s ■ Ascon 0171 372 7435

We covered the rudiments of *Pole Position, Ascon's Formula One* management sim, in issue 74. At the time, we only had screen shots of an empty track and the promise that rendered cars could be watched racing over them.

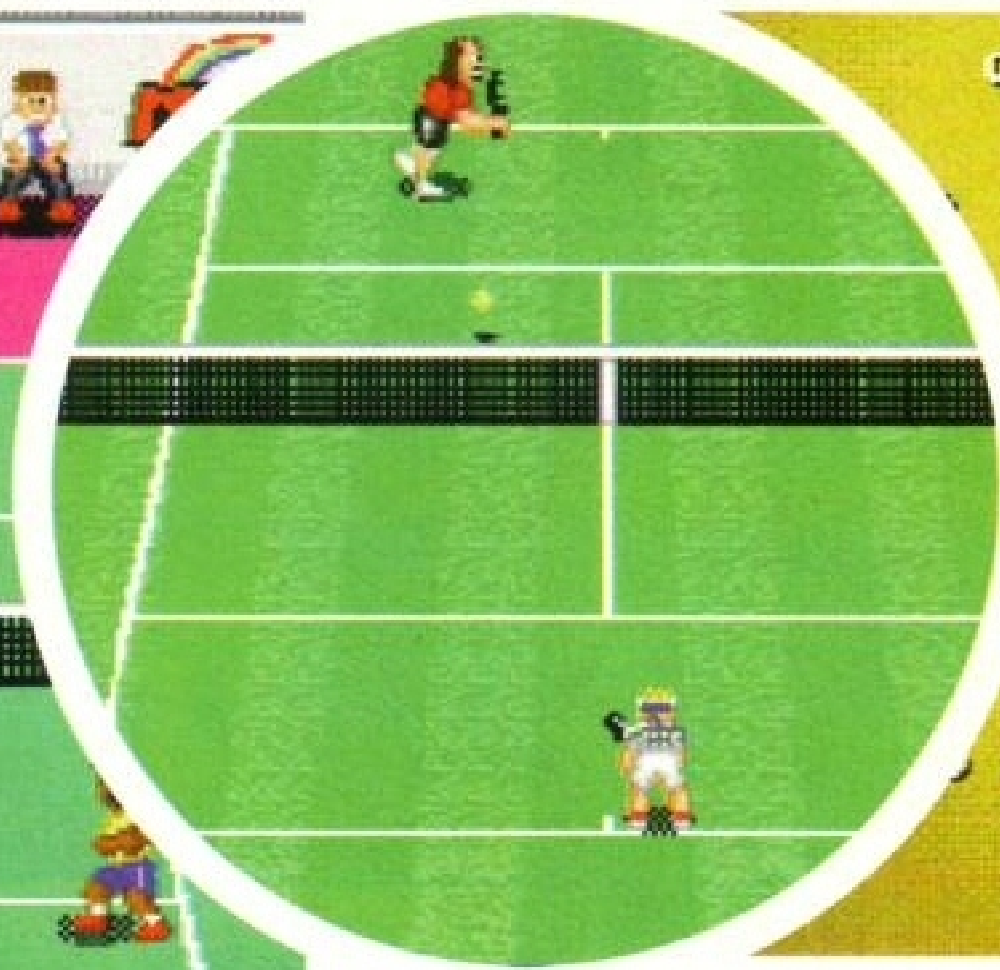
Now that more details and more screenshots have turned up, we thought you might like a quick update of the work currently in progress:

Ascon have thoroughly researched just about every aspect known to man concerning the elements, mechanics, and strategies behind the management of a successful Formula One team. As such, the level of detail is staggering – just getting to grips with the beast will be an impressive task.













Contracts, Public Relations, team motivation and financial investment have to be taken care of. Technology, çar construction, crash dynamics, prototype testing and spare part inventory demand the Manager's attention.

And, as if that wasn't enough, during the race, sense has to be made of constant telemetry feedback from the car as it races on the track. This way, the car can be called in for pit stops and the like at the optimum moment.

While the car is racing, the Manager also has the option to watch the race though TV-style coverage. Different camera angles are available.

Ascon claim that each track is made up from up to 800 detailed frames which, due to special boot routines, means that animations are uninterrupted.

Furthermore, the game breaks up into two main strategies; long term and short term.

The long term involves preparation for the next racing season and the short term involves the two-week preparation time for each race.

Considering that *Pole Position* comes from the same people who brought us *On The Ball: World Cup* and *League* editions, the title looks very promising indeed.

SUPER TENNIS CHAMPS

1Mb Amigas ■ Audiogenic
0181 424 2244

A couple of month's back, there was a distinct lack of copy flow in the *Amiga Format* office due to a tennis game called Tennis Champs sent to us by Elton Bird of Mental software.

We found it to be such terrific fun that we passed it on to Audiogenic, who promptly signed up the programmer to re-tweak it, add new features and players and generally turn it into a serious commercial proposition. Originally programmed in AMOS, it's been recoded using Blitz.

The extra speed of Blitz means that *Super Tennis Champs* will feature doubles, with players having the option to play with a computer or human partner. At the time of going to press, Audiogenic have sent programmer Elton Bird a parallel port joystick adaptor, so that he can insert the relevant code to allow four people to play at the same time.

Further gameplay enhancements will include a CD32 controller option which will make it easier for the player to pull off different kinds of shot.

SUPER TENNIS CHAMPS:
Above left: Four players playing doubles should be top fun.

SUPER TENNIS CHAMPS:
Above centre: CD32 controllers will let the player pick their shot.

SUPER TENNIS CHAMPS:
Top: You can choose from any one of sixteen characters.

SUPER TENNIS CHAMPS:
Above: Different court types have been designed to radically affect the style of in-game play.



POLE POSITION: F1 TEAM MANAGER:
Although the Amiga 500/600 version of the game isn't going to look anything like these screenshots, the A1200 should display them with aplomb.





Picasso II RTG



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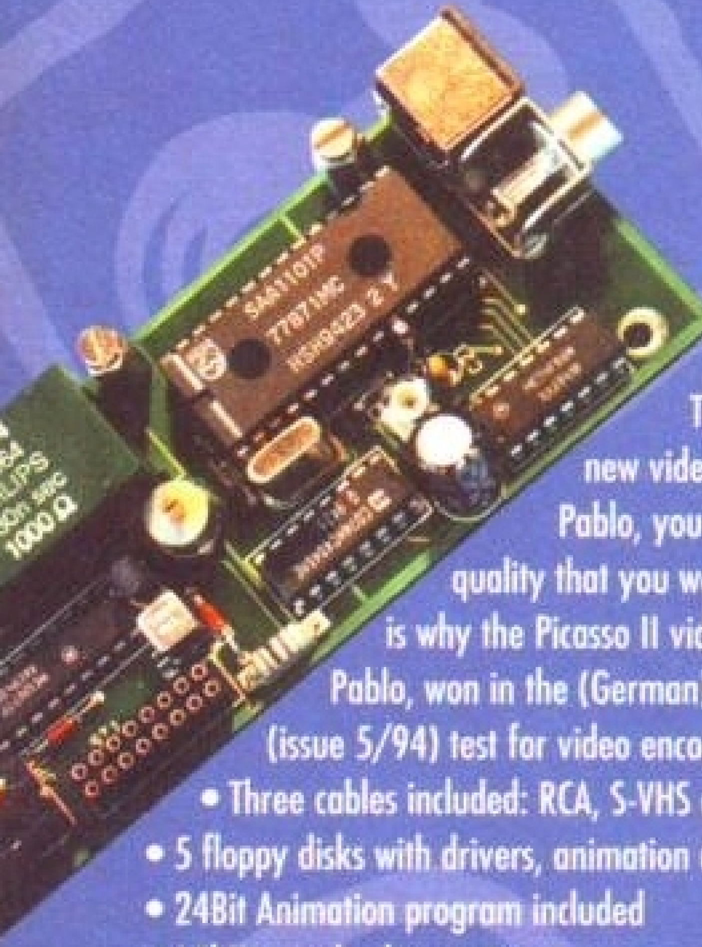
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A re-entry into the full price chart for *Zeewolf*. Yet another Format Gold. What's happening? Are people rediscovering the best games on the Amiga?

The Top Games

CLOCKWISE FROM LEFT: *Sensible world of Soccer, Theme Park, Zeewolf, Colonization.*

CENTRE: *Player Manager 2.*



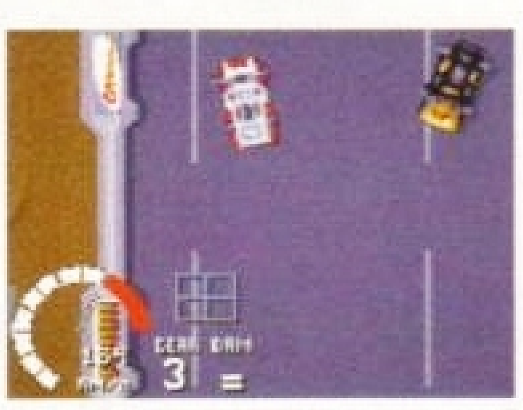
Weekly chart updates can be found on FutureNet, Future Publishing's own Internet site: http://www.futurenet.co.uk/computing/amigaformat.html.

Top-10 CD32

1. **Gloom** FG91%
   Black Magic
2. **Roadkill** 80%
   Acid Software
3. **Microcosm** 40%
   Psygnosis
4. **Lemmings** FG95%
   Psygnosis
5. **Rise of the Robots** 18%
   Mirage
6. **James Pond 2 Robocod**
   Kixx 75%
7. **Subwar 2050** 87%
   Microprose
8. **Super Skidmarks**
   Acid Software FG92%
9. **Wembley Int Soccer**
   Audiogenic 79%
10. **PGA European Tour**
    Ocean 83%



GLOOM: Looks set to fit in at the top place for a long time to come. Hurrah for good taste.



ROADKILL: It might not be very long until *Roadkill* goes for the "Superjackpot".

THIS MONTH'S FULL-PRICE TOP-20

Pos (Last)	Title (Publisher)	Rating
1 (1)	**Player Manager 2** (Anco/Virgin)	81%
2 (5)	**Premier Manager 3** (Gremlin Interactive)	85 %
3 (6)	**Sensible World of Soccer** (Renegade)	FG95%
4 (2)	**Sensible Golf** (Virgin)	81%
5 (12)	**Theme Park** (Bullfrog)	FG91%
6 (4)	**Ultimate Soccer Manager** (Impressions)	84%
7 (3)	**Colonization** (Microprose)	FG95%
8 (7)	**Skidmarks** (Acid Software)	FG90%
9 (9)	**Super Skidmarks** (Acid Software)	FG92%
10 (11)	**Fifa International Soccer** (Electronic Arts)	79%
11 (12)	**Kick Off 3** (Anco)	75%
12 (16)	**Rise of the Robots** (Mirage/Time Warner)	18%
13 (-)	**Combat Classics 3** (Empire)	(not reviewed)
14 (10)	**Jungle Strike** (Ocean)	87%
15 (13)	**UFO: Enemy Unknown** (Microprose)	FG90%
16 (17)	**Tactical Manager 2** (Black Legend)	55%
17 (-)	**F1-World Championship Edition** (Domark)	76%
18 (18)	**Cannon Fodder 2** (Virgin)	FG90%
19 (20)	**Man UTD The Double** (Krisalis)	59%
20 (RE)	**Zeewolf** (Empire)	FG90%



SUPER METHANE BROTHERS: After a couple of months at the number two spot, the Whiffy Brothers eventually make it to the top.

Top-10 Budget

1. **Super Methane Brothers** 82%
   Guildhall
2. **The Settlers** FG94%
   Blue Byte
3. **Brian Lara's Cricket**
   Audiogenic (not reviewed)
4. **Indiana Jones: Atlantis Graphic**
   US Gold FG90%
5. **Mortal Kombat** 74%
   Virgin
6. **Formula 1 Grand Prix** FG94%
   Powerplus
7. **Monkey Island 2** FG95%
   Kixx
8. **Premier Manager 3 Multi-Edit**
   Gremlin (not reviewed)
9. **Kingpin** 67%
   Team 17
10. **Dune 2** FG90%
    Hit Squad

Top-10 A1200

1. **Gloom** FG90%
   Black Magic
2. **Ultimate Soccer Manager** 84%
   Impressions
3. **Jurassic Park** 74%
   Ocean
4. **Sim City 2000** FG90%
   Maxis
5. **Roadkill** 80%
   Acid Software
6. **The Lion King** 69%
   Virgin
7. **Virocop** 83%
   Renegade
8. **Super League Manager** 77%
   Audiogenic
9. **UFO: Enemy Unknown** FG90%
   Microprose
10. **Rise of the Robots** 18%
    Mirage

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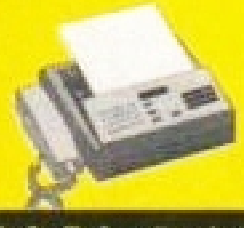


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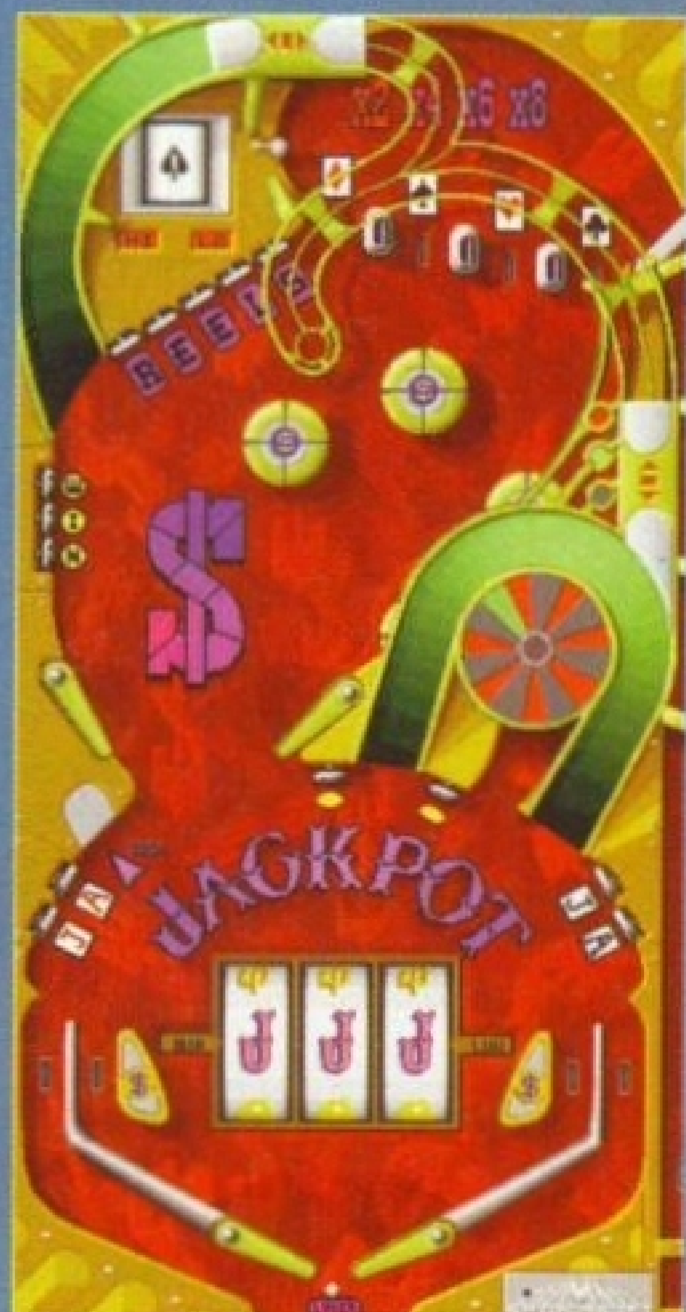
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A game that's bundled with the new Amiga Magic packs, Steve McGill tests the flipper movement and puts the ball action to the test. But will he be coming back for more?

Pinball Mania

THE TABLES









Tarantula:
Possibly the least enjoyable of the tables. If you pull the plunger all the way back, fire it off and don't nudge the table, the ball will find its way straight down the exit lane.

Jackpot:
An intriguing table characterised by some very annoying features. Play Hi-Lo for big bonuses. Play roulette. Spin the reels and collect on big bonuses. Mildly entertaining.

Jailbreak:
Vies with Kick Off as most engaging table. Capture prisoners. Judge them. Sentence them. Stop them from escaping and quell any riots and jailbreaks that occur.

Kick Off:
My favourite table. Build a team, try and gain some subs. Kick Off. Score goals. Make your way to the cup final. Avoid the offside trap and go for the penalty shoot-out.

Probably one of the best things about pinball games on the Amiga is the fact that you don't have to play them in a smoky pub full of noise and interfering punters eager to ridicule you for any inadequacies in your play or playing style.

Also, pinball games don't cost a hefty quid for three measly credits; they let the player practice as much as required without resorting to mockery; they can be trusted not to have the tilt level set too high; and they offer a choice of different tables without having to physically move location.

But, in order to work, they must have a believable ball action; they must have flippers that work properly and act accordingly; they must have enjoyable sub-games; they must entertain; and they must bring the player back for more.

ON THE BALL

So, *Pinball Mania* then. What are we to think of it? It is after all the fourth in a series of, up till now, increasingly enjoyable pinball games from 21st Century Entertainment

The first three: Dreams, Fantasies, and Illusions were coded by Digital Illusions. The first two of those worked with A500s and A600s. Illusions, however, was AGA only because, for the first time, it offered multi-ball – a feature that required use of a hi-res mode so that all the balls could be seen at the same time on the table.

Pinball Mania, surprisingly, is

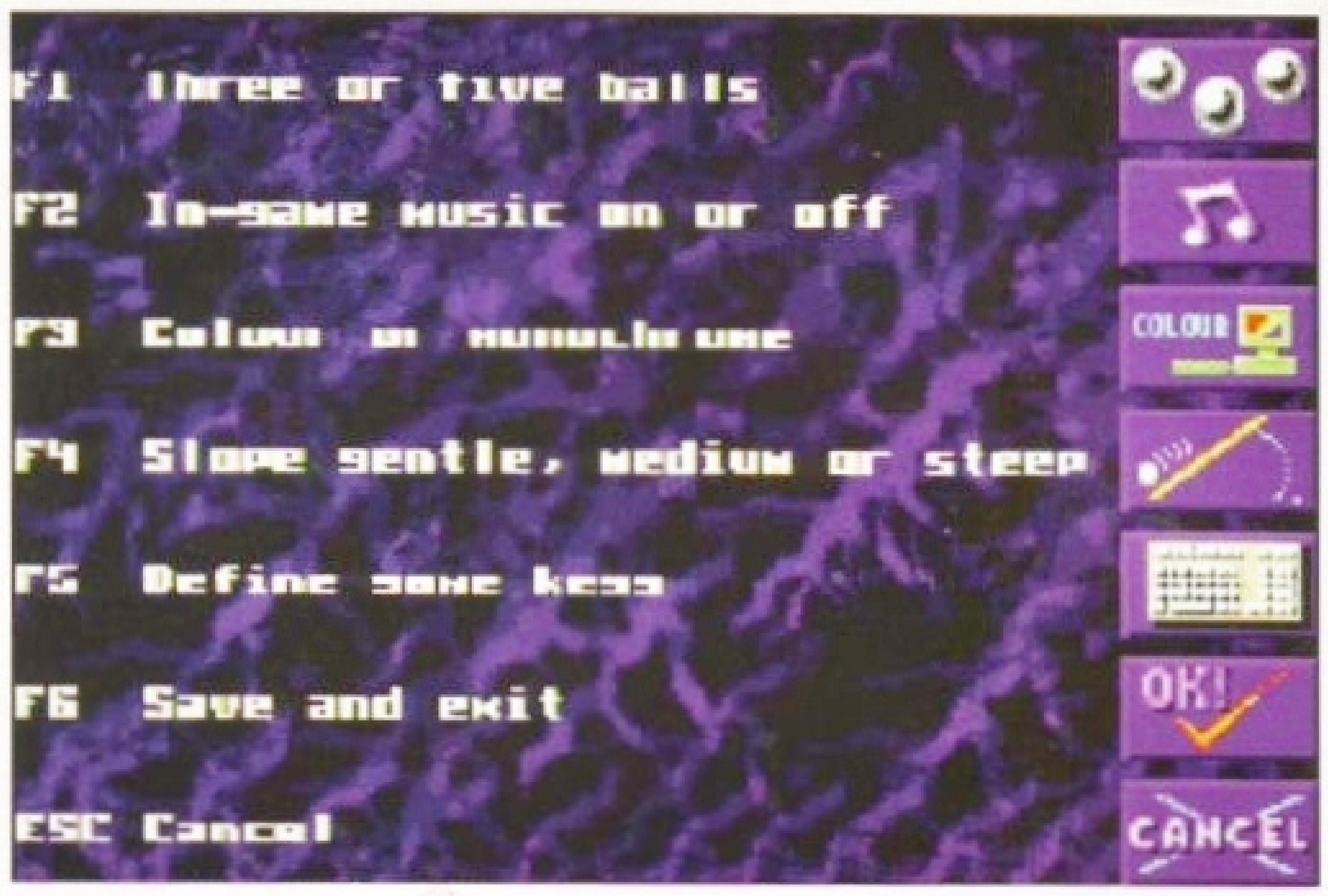
Continued overleaf ➡



One nice touch that a bit of skill and timing can make the most of is the use of Tilt to bring the ball back into play, even after it's gone down the exit lanes.



Just in case you missed it on the other page, here's all of the tables in their gushingly gorgeous AGA glory.



The most useful of the configuration functions is the ability to change the slope of the table and the ability to redefine the keys that direct the flippers, Tilt and Launch.

PINBALL MANIA

Publisher
21st Century Entertainment Tel: 01235 851533

Price
Free with Amiga Magic Retail price TBA.

Versions
A1200

System requirements
2Mb, AGA chipset

Release date
Out now

Graphics 6 out of 10
Do not show the AGA chipset at its best.

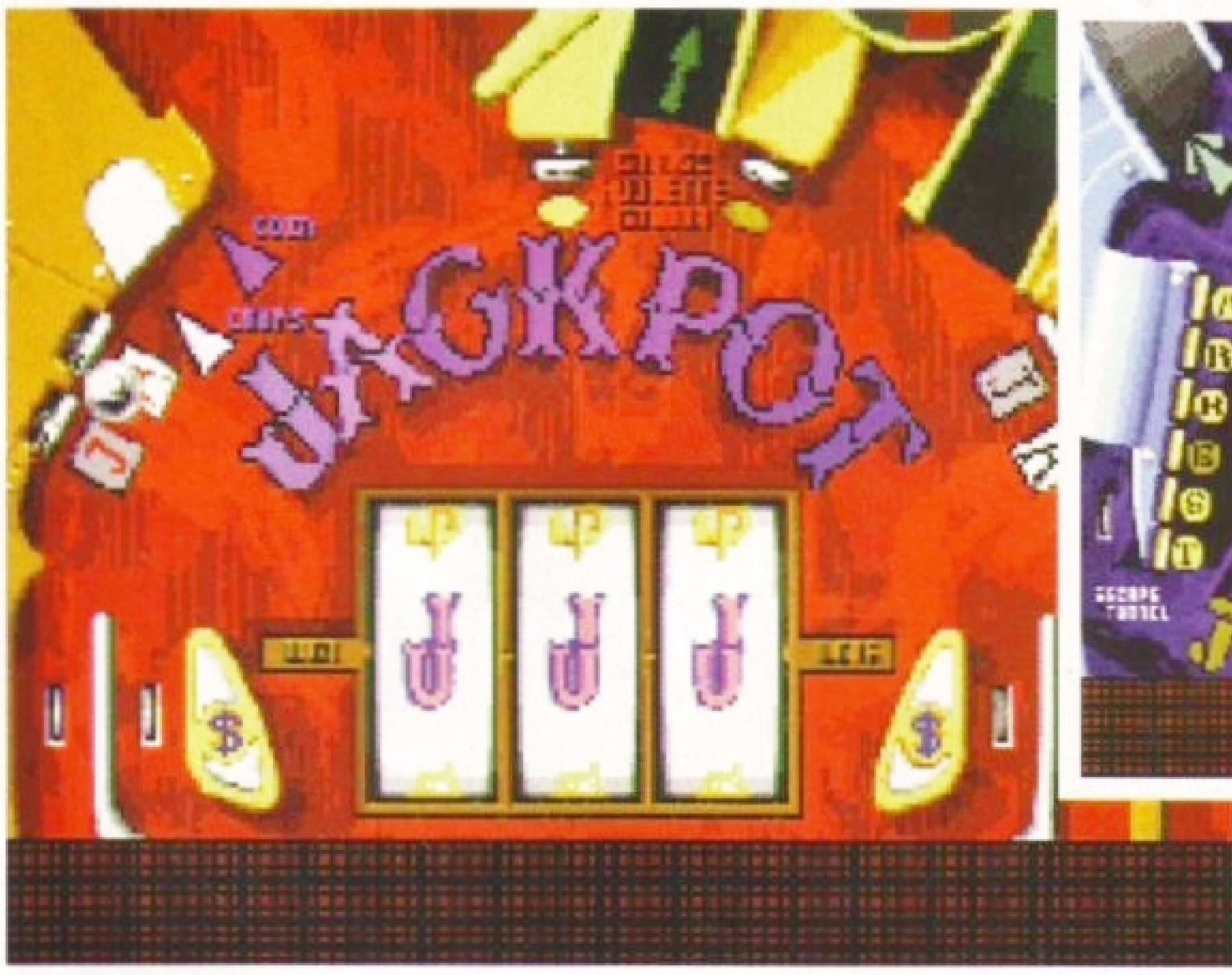
Sound 7 out of 10
Competent. Nothing showy, flash, or tricksy.

Addiction 7 out of 10
Can take it or leave it. Not compulsive.

Playability 6 out of 10
The ball and flippers aren't believable.

Overall verdict
Nothing flash. Nothing innovative. It's all been seen before, only better.

76%



If only we could have spun the reels in time and got a jackpot of spiders, cherries or dollars. Then you'd have seen how good the *Amiga Format* team really is at pinball. Oh yes.



Just one more light to light on the arrest row (left) and we'll be able to bring judgement on a prisoner. If guilty, sentencing is next.



McGill's favourite table and one that he never stopped telling us about how he'd managed to go round the clock on all of the bonuses. Nobody believed him, but we humoured him anyway.

What is the point of an AGA-only game, when it doesn't make full use of the AGA chipset?

⬅ AGA-only as well. Strange, considering that it doesn't look as good as Illusions, doesn't offer a Hi-Res mode, yet offers a hobbled version of the multi-ball feature.

In this instance, though, whichever ball is the lowest is the one the game follows. This basically means that use of the upper flippers in most cases is redundant due to not wanting to lose any balls – there's no point, after all, in being able to operate upper flippers when the bottom ones are needed to defend the loss of a ball.

Unfortunately, it does make a mockery of having a multi-ball feature in the first place. You have to ask yourself, what's the point when, as soon as you hit a ball above another, it might as well have been hit into cyberspace?

NOTHING NEW

Indeed, what is the point of having the game as an AGA-only product, when it doesn't make use of the AGA chipset goodies at its disposal? It certainly doesn't show the potential of the AGA chipset, say, the way that Pinball Illusions, Fears, Gloom, or Alien Breed 3D do.

In fact, all it does really show is that 21st Century should have contracted Digital Illusions rather than Spidersoft to code *Pinball Mania*. Instead, they've relied on the coding abilities of the latter team who, quite honestly, made a hash of the conversion of Pinball Dreams and Pinball Fantasies on to the SNES.

Not that *Pinball Mania* is hashed up, mind you. It's just that it doesn't make it into the same league as Pinball Illusions.

When all is considered, it's a retrogade step that offers nothing new. Especially when compared to so



Shoot the ramps in sequence and keep shooting the ramps in sequence to achieve a massive bonus jackpot. It's either that or keep scoring goals and go for the penalty shoot-out.



Of all the tables, the Tarantula is possibly the least enjoyable. If you shoot off with the plunger at full stretch, the ball will run along the barrier just out of picture on the right and go straight down the exit lane on the left. Every time.

arcane (a:'kein) *adj.* requiring secret knowledge to be understood; esoteric.

many other games out there displaying, in all their glory, just what an A1200 is capable of – even in its present power shackled 68020 2Mb minimum form.

So, we've reached this far and I still haven't told you a great deal about the actual tables, other than complained about the inadequacy of the multi-ball feature.

Well, unlike Illusions, it's back to the old 21st Century formula of four tables. This time round they are; Tarantula, Jailbreak, Kick Off, and Jackpot; each one sporting its own particular peccadilloes and character. Check them out in the little boxes, provided courtesy of the *Format* art people, dotted around these pages.

WRONG, WRONG, WRONG...

The biggest problem with Mania concerns both the strength of the flippers and the mechanics of the ball. One, if not both, are fundamentally wrong. They feel wrong. They play wrong. They're wrong full stop.

Combined, they suspend the belief that pure skill alone will see the player's score appear consistently on the high score table. Too many of the skill shots rely on luck to truly put them into the rank of skill shot.

That's damning for a pinball game with the pedigree of its predecessors behind it. If I were a cynic, I'd suggest that 21st Century have lost interest in the Amiga market and have decided to avoid the extra expense of intensive game testing. But I'm not a cynic, so I've got absolutely no explanation as to why this has been included in the bundle.

Other than the strength of the brand name and the fact that there is a modicum of entertainment value well hidden away, it beggars belief that this has been chosen as a flagship game over the top of superior AGA-only games. Nice one, Amiga Technologies.



Steve Bradley dons a dazzling DJ and a stern poker-face to enter the glamourous world that is professional gambling. Or maybe not...



Hollywood Hustler

HOLLYWOOD HUSTLER

Publisher
Desert Star Software

Price
£24.95

Versions
Generic

System requirements
1Mb

Release date
Available on mail order now from Desert Star Software, 120 Burden Road, Beverley, North Humberside HU17 9LH. Tel: 01482 871210

Graphics 2 out of 10
Poorly digitised pictures. A waste of time.

Sound 3 out of 10
"Since my baby left me". We know why she did.

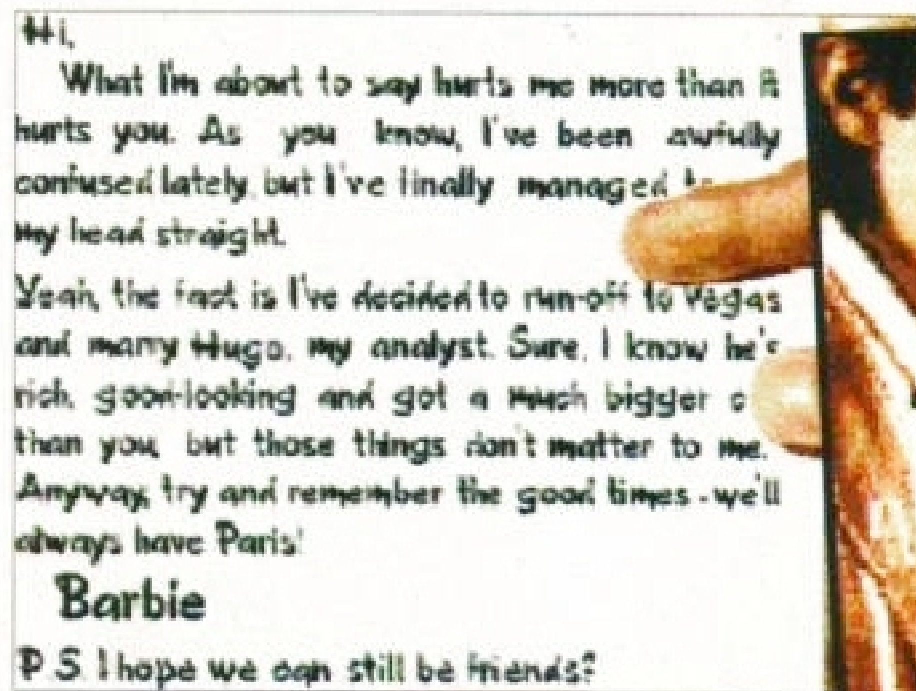
Addiction 3 out of 10
If you like poker, then fine. Go to a PD library.

Playability 2 out of 10
Fiddly menus, silly loading and bum hands.

Overall verdict
Cards on the table, *Hollywood Hustler* is a desperate scam. Avoid it at all costs.

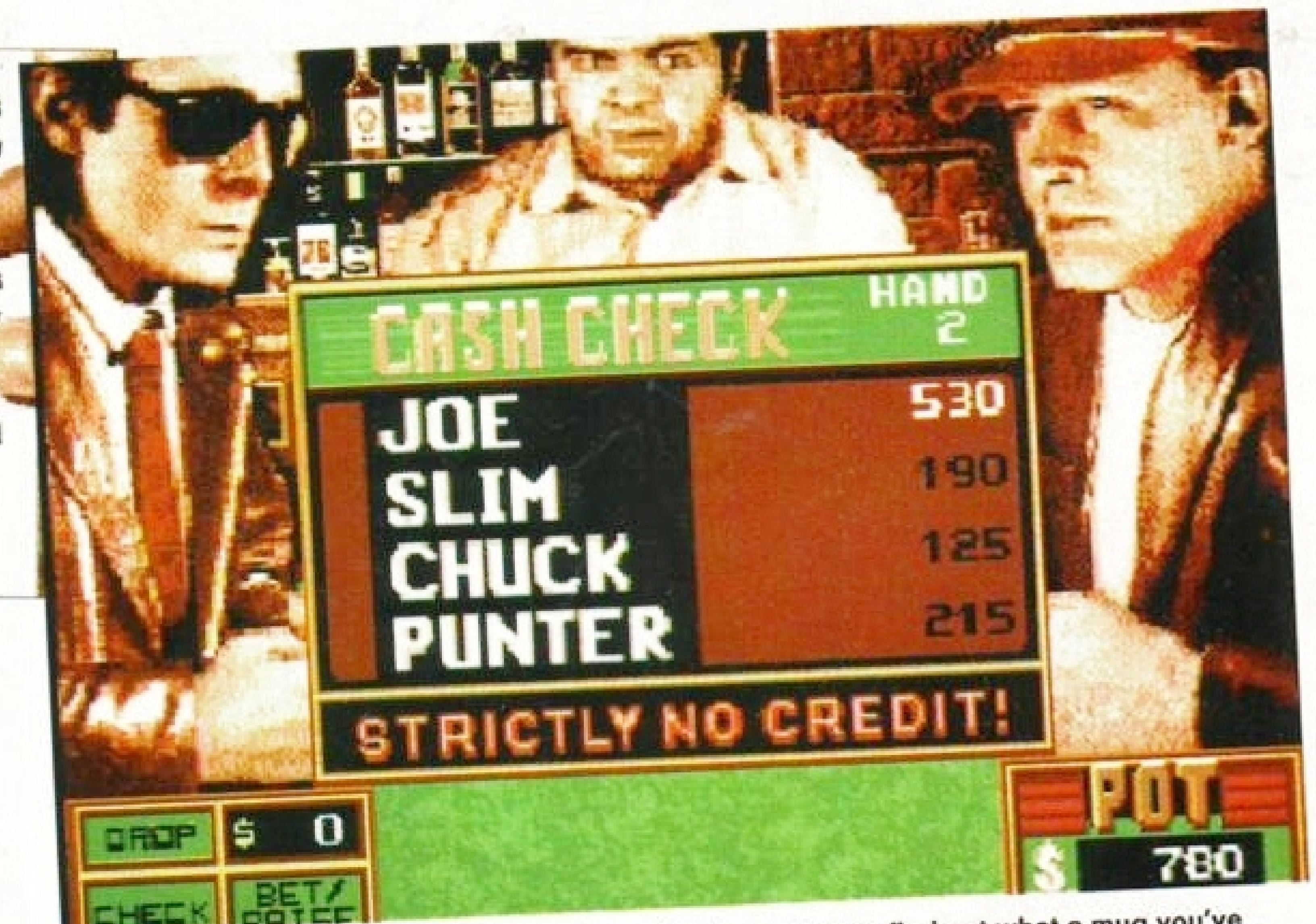
15%

■ ***Hollywood Hustler* is the ultimate scam. It's a horse's arse if you'll forgive the term.**



Hi,
What I'm about to say hurts me more than it hurts you. As you know, I've been awfully confused lately but I've finally managed to get my head straight.
Yeah, the fact is I've decided to run-off to Vegas and marry Hugo, my analyst. Sure, I know he's rich, good-looking and got a much bigger c... than you, but those things don't matter to me. Anyway, try and remember the good times - we'll always have Paris!
Barbie
P.S. I hope we can still be friends?

The 'movie' intro sequence sets the scene. Barbie's gone off with another. Ken, Hollywood beckons my son. Maybe not.



At the end of each hand, up pops a cash check where you can find out what a mug you've been taken for.

The creators of poker game *Hollywood Hustler* apparently spent quality time in Los Angeles' card clubs researching the tactical wiles of the game, mixing with the characters and generally getting a feel for the discipline that is poker. They wanted, apparently, to produce the definitive Amiga card game, combining authentic Hollywood location with professional cast.

What they've actually done is to produce a few poorly digitised pictures with equally unnecessary digitised sound effects. One of the three pack-shuffling protagonists occasionally drifts into an Elvis impersonation, barking: "Since my baby left me" which degenerates into a mumble, much to the eventual chagrin of his opponents.

And he snores now and again when you pause to consider your next move. The other guys chip in with the odd throwaway comment. And, sure, the first time you hear them pipe up, you might stifle a chuckle, but really, why waste time and energy on this type of nonsense.

Hollywood Hustler is the ultimate scam. It's mutton dressed as lamb, a sow's ear to silk purse. It's a horse's arse, if you'll forgive the term – though you most certainly would, should you be unfortunate (read *mad*) enough to fork out £25, for that, friends, is the asking price. Ooch, and indeed ouch.

The packaging for the game is a

LOADING THE DICE



"Could be your lucky night punk" the doorman politely suggests. Well, it could be if the bloody loading instructions weren't so ludicrous.



Insert the first disk (the intro as it happens) and await the unpleasant digitised pics, equally unpleasant sound and thoroughly unpleasant gentleman who suggest that it "could be your lucky night punk".

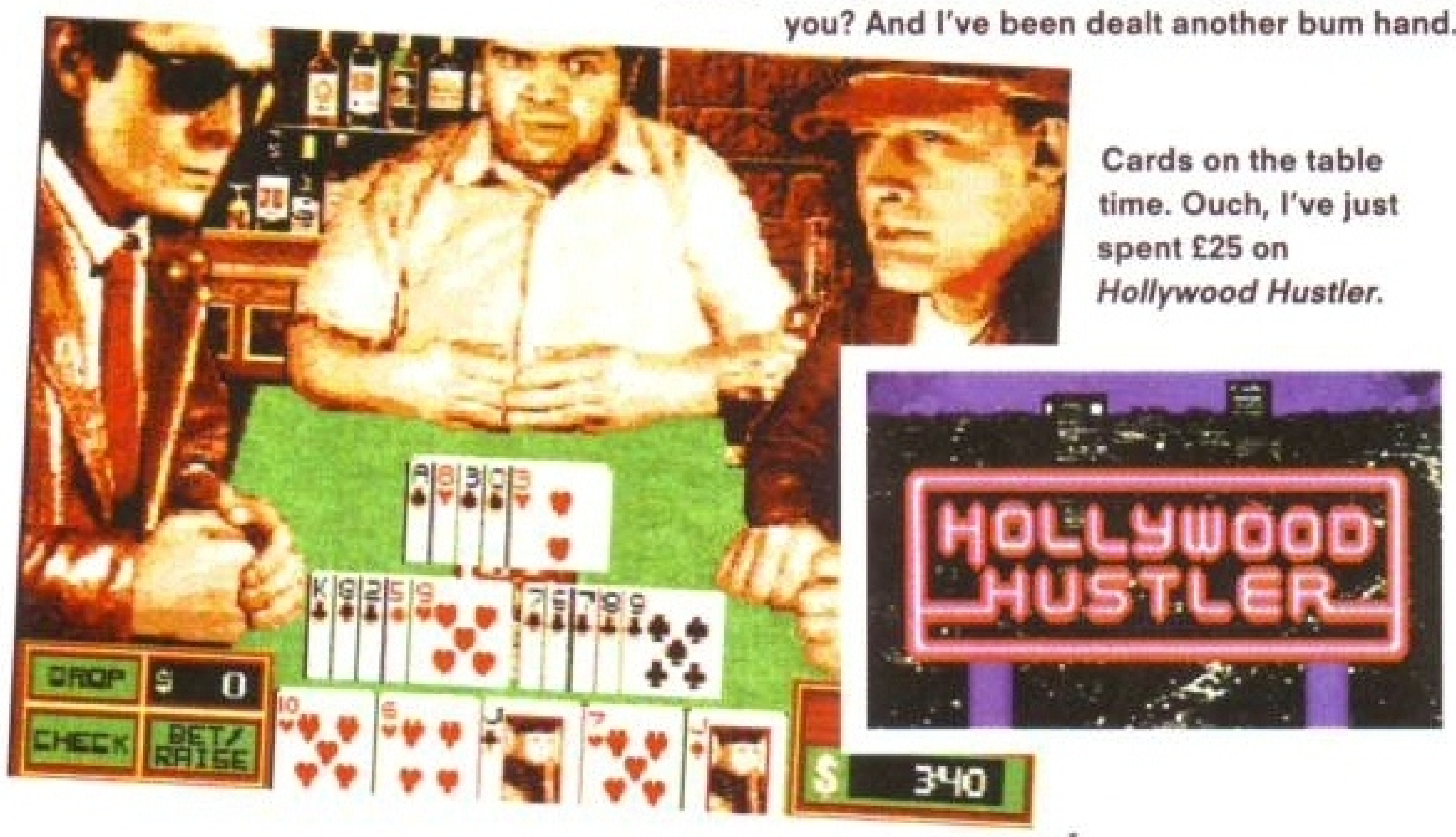
Sign in your name and press return. Hang around a bit, then swap disks and fire the joystick button. There is no instruction to change the disks, apparently because the creators didn't want the, ahem, "cinematic flow" interrupted.

You are now faced with a screen, the words 'New Game' featuring prominently, a green light illuminated next to it. Not that this is what you want to actually access to begin the card game.

No, sir. You want to select your level first, though quite why the creators chose not to illuminate this option remains a mystery. Quite astounding.



You're gaping in awe at the digitised graphics, aren't you? And I've been dealt another bum hand.



Cards on the table time. Ouch, I've just spent £25 on *Hollywood Hustler*.

video cassette with a sassy, green baize trim. One wonders quite why Desert Star should expend time, energy and hard cash to produce this when there is clearly so little to be found within.

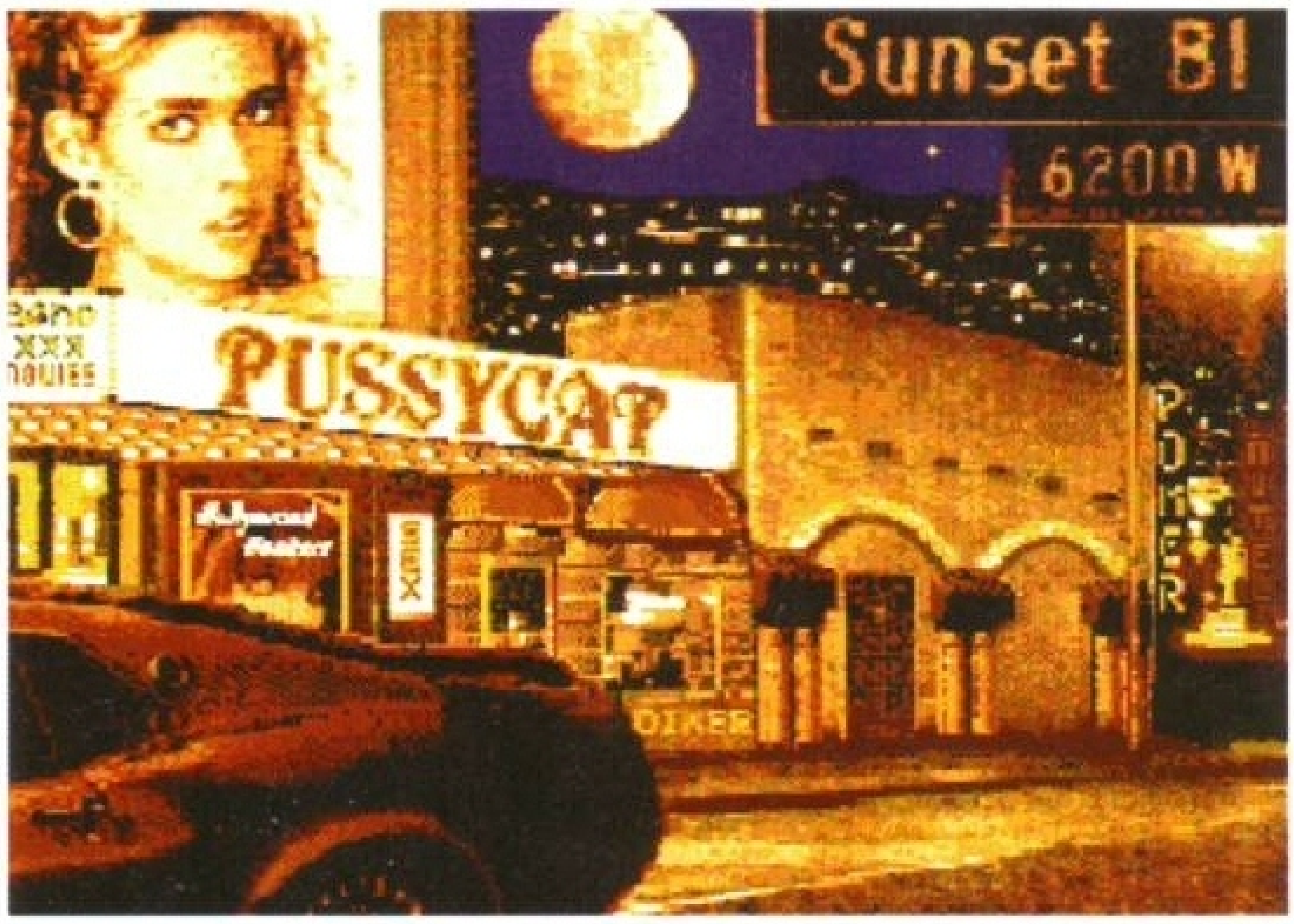
If they'd spent a little less time trumpeting the fact that *Hollywood Hustler* uses a vast amount of disk space for digitised sound and pictures, and put a little more effort into the actual game, maybe, just maybe, one wouldn't feel that a rouse was in progress.

Yes readers, we've been dealt a bum hand. Not that you can do much with a card game anyway.

Hollywood Hustler is simply five-card draw poker and who gives a damn whether the sodding characters have different tactical styles; that one can bluff, check, raise the stakes, etc.

Those in need of an Amiga shuffle can put in a call to their local PD library, saving themselves a vast amount of money in the process.

Whatever Desert Star's intentions, and they may well have been to produce the definitive, atmospheric poker simulation, there is simply no justification for charging £25 for what is no more than a flashy PD game.



Another visual feast. Apparently, one of your opponents owns the Pussycat 'theatre'. I don't think they're showing *The Sound of Music*. Well, not the original version anyway.

Chameleon–like

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A BAT – For like this shadowy night flyer, our SINISTER AGENTS lurk eerily in order to DISSEMINATE FACTS about new games. Heard about *Virtual Karting* and *Thomas the Tank Engine Pinball?* Course not, you've not read us yet.

AN EAGLE – Soaring high above the confines of the current depressed Amiga market, we travel far to bring you all manner of exciting, interesting and downright knee-slappingly funny subjects. Oh yes.

A SQUIRREL – Salting away game hints and tips in a dry, woody hollow for the day when you're impossibly stuck.

A GRASSHOPPER – Ermm...



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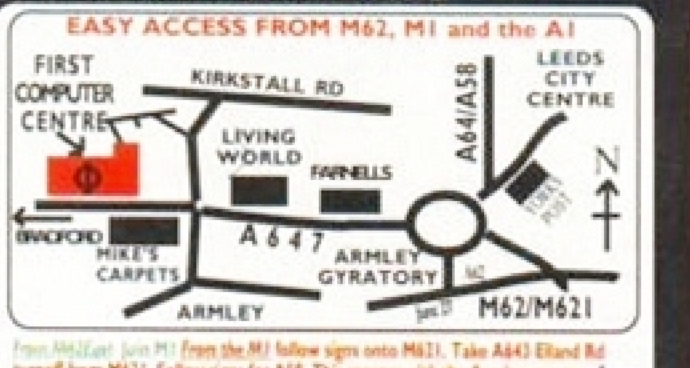
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Steve McGill checks out the hottest, recent CD^{32} releases and finds out what you can expect to see in the High Street very shortly.



CD32 Check

SPEEDBALL 2
(AF72; 91%)
Renegade 0171 391 4318 ■ £14.99

An ageing classic, converted to CD and all for a very reasonable 15 nicker, although *Speedball 2* may have been around for years, it's still the definitive, violent-but-subtle-in-equal-measures sports sim.

Play the ball short, play it long. Barge your opponent remorselessly into the side-wall with that new armour you bought after winning the last couple of matches. Quite remarkable.

SHADOW FIGHTER
(AF72; 89%)
Gremlin 01142 753423 ■ £29.99



Beautifully drawn and a vast range of characters and moves, the might of *Shadow Fighter* caught us by surprise. This beat-'em-up is reckoned by many observers to be one of the greatest of the Amiga's pugnacious games. It is.

SYNDICATE
(AF73; 90%)
Mindscape 01444 246333 ■ £34.99

Bullfrog's graphic, violent cyberfest turned up on a silver platter two years after its floppy outing. You're a special agent, fighting a strategic corporate war with rockets, machine guns, flame throwers and, best of all, you can buy cyborgs to do all the dirty work.





SKIDMARKS 2: This game has captured the office imagination like no other in '95. The cunning blend of speed and dextrous joypadular skills require both concentration and application.

It's beautiful by design, graphically gory and with missions by the truckload; a real challenge.

SUPER SKIDMARKS
(AF73; 92%)
Guildhall Leisure 01302 890000 ■ £29.99

Not only the finest racing game on the CD^{32}, but a fantastic, playable demo of the Earth-shattering *Guardian*, the PD version of Defender and the stupendous, rendered Roadkill intro sequence.

To *Super Skidmarks*, though. Up to eight can bounce, bump and slide their way through a plethora of courses, driving buggies, Beatles, racers, pick-ups and even caravan-towing cows. Brilliant for one, stonking with eight.

Exile
(AF76 88%)
Audiogenic 0181 424 2244 ■ £29.99

A modern update of an almighty classic, *Exile* is one of the few games that can truly fill the lofty title of arcade/adventure.

You have to rescue the Supreme Commander of the Empire from the evil clutches of a madman known as Triax. Armed only with a jet pack and a gun, you soon find that mastery of gravity and inertia are a paramount part of the game.

Part of the deal that the programmers of Odyssey made



with Audiogenic was that they be sent the solution to *Exile*. They are great fans of the game.

Gloom
(AF76 91%)
Acid (Guildhall Leisure) 01302 890000 ■ £29.99

The top Doom clone on the CD^{32}. Characterised by pace, aggression, squelchy noises, and bodies that break up and stay in pieces on the floor, enabling you to tell where you've been.

Out and out speed/kill freaks can reduce the detail and resolution of the screen so that everything plays at breakneck terminal velocity. There are weapons upgrades to be found, teleports to be negotiated, power-ups to to be powered and secret rooms to be sought. Along the way, various nasties will try to stop you and you must kill them.

Tremendous fun with the difficulty level set at the perfect level to keep you coming back for more and more and more...

COMING SOON

Odyssey CD32
Audiogenic
Release; Imminent

We reviewed the floppy version in *AF76* and absolutely loved it. The programmers are big fans of *Exile* and in parts it shows. The secret of success lies in changing into certain creatures with different powers. A beautiful little game.

Fears CD32
Guildhall Leisure
Release; October

Another impressive-looking Doom-clone. It's similar in style to Gloom with levels galore and serial-link options. The demo we've seen looks great with smooth, quick screen-updates and some strange monsters.

Andre Agassi Tennis CD32
Guildhall Leisure
Release; End of October

After a journey taking it half way across Europe and then back to New Zealand, Acid's alleged definitive tennis game will be arriving shortly on floppy and a few weeks later on CD^{32}.

The Lost Eden CD32
Virgin
Release; September

You are Adam in Eden, making pals with the animals in this point 'n' click adventure. The consequences of your actions are shown in a series of stunning rendered, movie-style clips. Looks great, but will it play?



Player Manager 2 Extra

The Chase for Glory

ENHANCED VERSION FOR AMIGA 1200

At last a game that unleashes the power of the Amiga 1200!

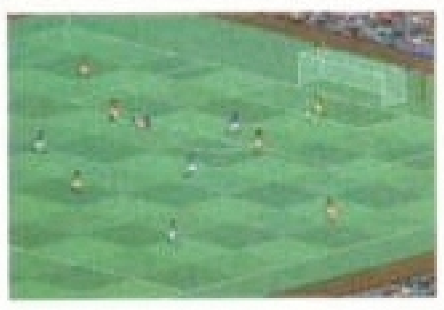
Release date: 18th October

Player Manager 2 Extra - The Chase for Glory **is the Amiga 1200 version of the chart topping Player Manager 2.**

Graphically enhanced throughout, *Player Manager 2 Extra* boasts a multitude of thrilling new features, exciting options and great sound effects.

Player Manager 2 Extra **remains the only game that allows you to play for the team you manage giving action on and off the pitch.**

A choice of four playing views



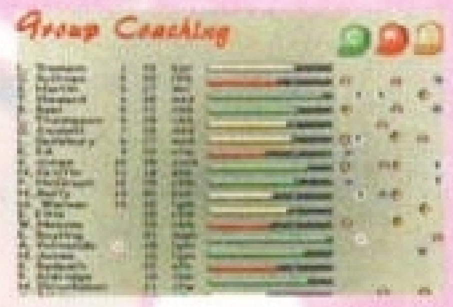


Winning Features

- Tactics Designer with powerful ray trace facility
- Active transfer and loan markets
- Train players from schoolboys to multi million pound stars
- All the domestic and European cup competitions
- A choice of four playing views. Play as a team or in position
- 1-4 Players
- Thrilling match reports
- Alan Hansen predicts
- Greatest games, greatest goals, champions, disasters and scandals - READ ALL ABOUT IT.

Registered users buy this great new version for only £10.00 (includes P&P). Contact Anco for details.

Detailed Management Tools

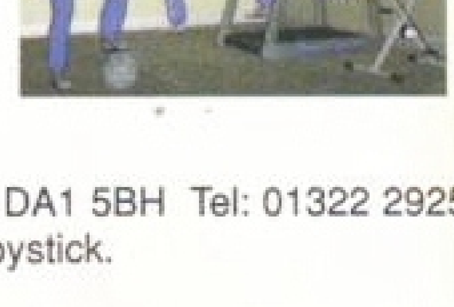
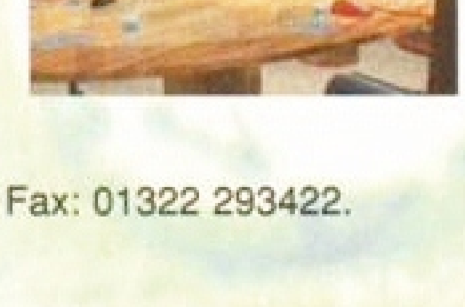



Extra Gameplay!

New for the Amiga 1200

- Real Teams - Real Players - Real Stats
- Unique skill, coach and management assessment tools to pick your best team
- Three skill levels
- Animated scoreboard style predict and after match highlights
- Challenge round. Use bonus points won to secure a management position with a big name club
- Manager and player awards. Will you be named Manager of the Month?
- Enlarged coaching section
- Endure the dreaded press conference after the big games.
- Comprehensive manager assessment throughout the year.
- Player Manager World - Up to 8 players compete to see who really has created the ultimate team.

Stunning New Graphics


Published by Anco Software Ltd, Unit 7 Millside Industrial Estate, Lawson Road, Dartford, Kent DA1 5BH Tel: 01322 292513 Fax: 01322 293422.
Screenshots are illustrative of gameplay only and may vary from format to format. Requires a joystick.

ANCO



Once again **Steve McGill** celebrates the winners and frowns upon the losers in our regular page on the best and worst in the Amiga games world.



Games Check

FEARS

(*AF76*; 92%) Manyx

Truly inspirational use of the AGA chipset merges with a Doom-clone so tough that it probably offers the best value for money of any game on the market at the moment.

Also included is an editor and advanced editor to create your own dungeon scenarios, as well as that all-important link-option, enabling you to hunt down and kill your best friends.

ODYSSEY

(*AF76*; 85%) Audiogenic

Beautiful little platform-based arcade adventure that plays at a pace set by the gamer himself. It can be fast; it can be slow; it can be in between.

Requires a bit of thought on the best way of overcoming seemingly insurmountable problems, but the ability to change into any one of ten creatures certainly helps. Great!

SUPER STREET FIGHTER 2

(*AF75*; 88%) US Gold

Despite the smallness of the sprites, the excessive number of disks and disk swaps, *Super Streetfighter 2* manages to capture the gameplay, combos and special moves of the arcade original in a way that excited our resident *Streetfighter* champion, Graeme Sandiford to sum it up as: "Surprisingly good, except for the graphics".

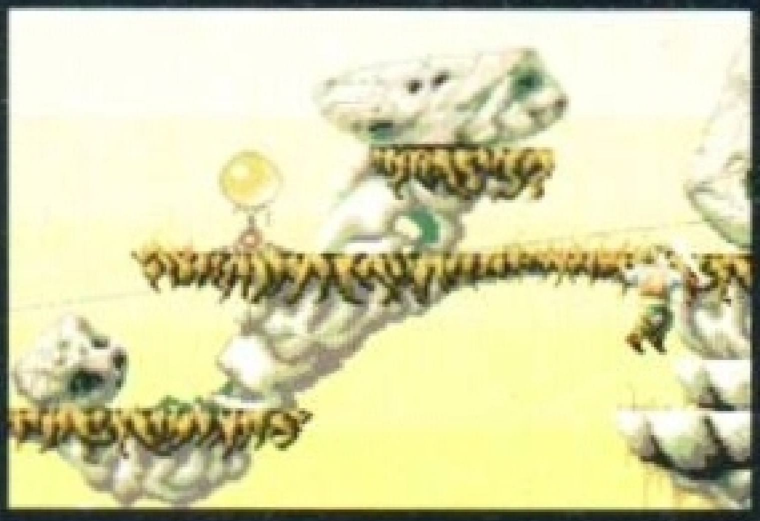
VIROCOP

(*AF73*; 83%) Renegade

Top Amiga writers, Graftgold, returned to the fray with this slick, polished shoot-'em-up, packed with neat, graphical touches and, shock, some *good* music.

A game within a game, you battle through various game genres, blasting all and sundry.

The writers have payed obvious 'homage' to games such as Chaos Engine and Cannon Fodder, and the graphical references are not very difficult to spot. Almost too cunning.



COLONIZATION

(*AF74*; 95%) MicroProse

The biggest score in *AF* since Sensible World of Soccer scored the same last Christmas, Sid Meier's follow-up to Civilization is a fabulous, strategic journey to the Americas in which you attempt to wrest control of as much land as possible, through means foul or fair. Trading is the best way to succeed – importing and exporting. Oh, it sounds dull, but very few games attain the same high standards as those of *Colonization*.

ROADKILL A1200

(*AF74*; 80%) Guildhall Leisure

Rumbling rock music, heaven-sent explosions and graphics to kill for, this one-player racing game includes rockets, homing missiles and handy on-screen hints, such as: "Drive really fast and kill everyone!". Normally, we at *AF* slash scores with abandon if the programmers fail to offer a two-player or link option, but this is so tidy, all is forgiven. Worthy.

SENSIBLE GOLF

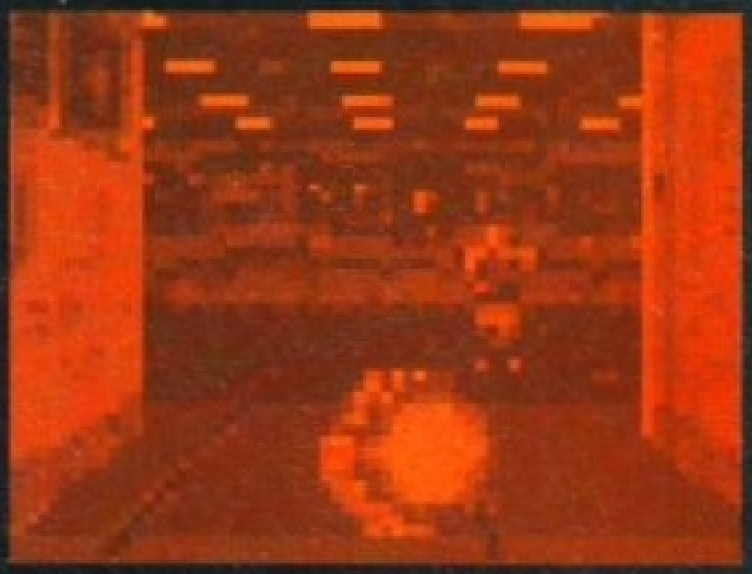
(*AF74*; 81%) Virgin

An ambitious project for *Sensible* to take their Amiga-bow, but they just about pull it off in this quirky, overhead golf-sim. Sure, some of the holes are ridiculous, and it takes time to learn the ins and outs. But Steve Bradley liked it and he was the Games Editor, so he must be right, right?

GLOOM A1200

(*AF75*; 91%) Guildhall

One of the main contenders for the accolade of top Doom-clone on the Amiga, *Gloom* was created,



developed and programmed using Amiga-only software: Devpac2, Blitz Basic2, Art Department Professional and Deluxe Paint.

It puts the proverbial finger up to developers with pretensions of global grandeur and proves that you don't need a marketing-budget the size of a lottery-win to create successful, exciting games.



FEARS: A Doom-clone so tough that it probably offers the best value for money of any game on the market at the moment.

DISASTER AREA

Cover thine eyes, sweet child, from these ABOMINATIONS

BRAVO ROMEO DELTA

(*AF76*; 30%) Guildhall

Up to the minute political topicality is merged with a backward, awkward control system from the heady world of IBM PC compatibles in the '80s.

Anyone in their right mind should avoid at all costs. It looks and plays absolutely horribly and should be made to suffer from mutually assured destruction.

SUBVERSION

(*AF76*; 10%) Guildhall

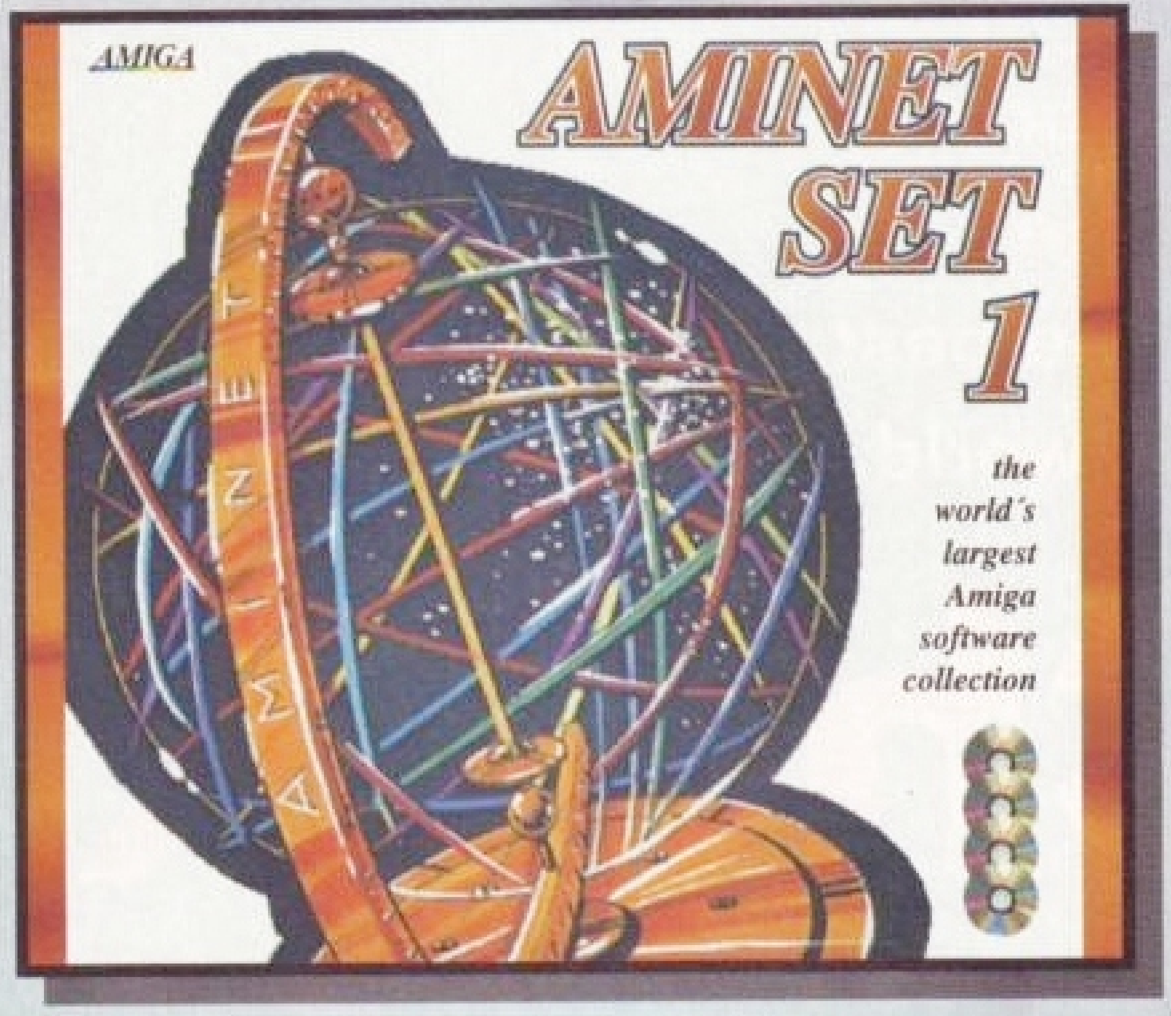
Any feature of a game can be twisted round and made into a benefit. So, from an advertising point of view, *Subversion* boasts hundreds of thousand of different combinations of play and ten levels of difficulty. In reality, it presents you with one sub-standard ZX Spectrum screen which is so poor it doesn't even make it on to the glossily packaged box. Avoid.

TOURING CAR CHALLENGE

(*AF74*; 21%) OTM

Piles of promotional literature, tie-ups with Alfa Romeo and absolutely no game whatsoever. Why on earth did they bother?

A text-based management simulation with quite howlingly awful race highlights which consist of a few cars bombing past a static screen. Oh dear.



Aminet Set 1

Aminet is the world's largest collection of freely distributable Amiga software. Up to 10,000 users access the vast archives every day and countless programmers publish directly via Aminet. A wide variety of programs is included: applications, games, demos, pictures, mods, animations, developer material, networking software, programming languages, and more. Until recently, access to Aminet was restricted to international network users. Only 3 years after its inception, Aminet now holds the equivalent of more than 4,500 floppy disks of software. User friendly access software makes the aminet CD's a pleasure to use. Aminet Set 1, the first "complete" Aminet archive on CD, consists of approximately 4 gigabytes of software in 12,500 archives.

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Aminet 7

Aminet CD 7, dated August 1995, contains more than 1 gigabyte (uncompressed) of software in thousands of archives. Since the release of Aminet 6 CD more than 500 MB new software has appeared. The current edition has a special focus on images. 10.000 images for DTP and multimedia were included.

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110 MB	Music modules
10 MB	Music software
15 MB	Text software
20 MB	Utilities

£14.95



Aminet 6

Aminet CD 6, dated June 1995, with a focus on demos is still available in limited quantities. Get in contact with your dealer as soon as possible to preserve a copy of this famous CD-ROM.

55 MB	Business software
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13 MB	Music software
14 MB	Text software
34 MB	Utilities

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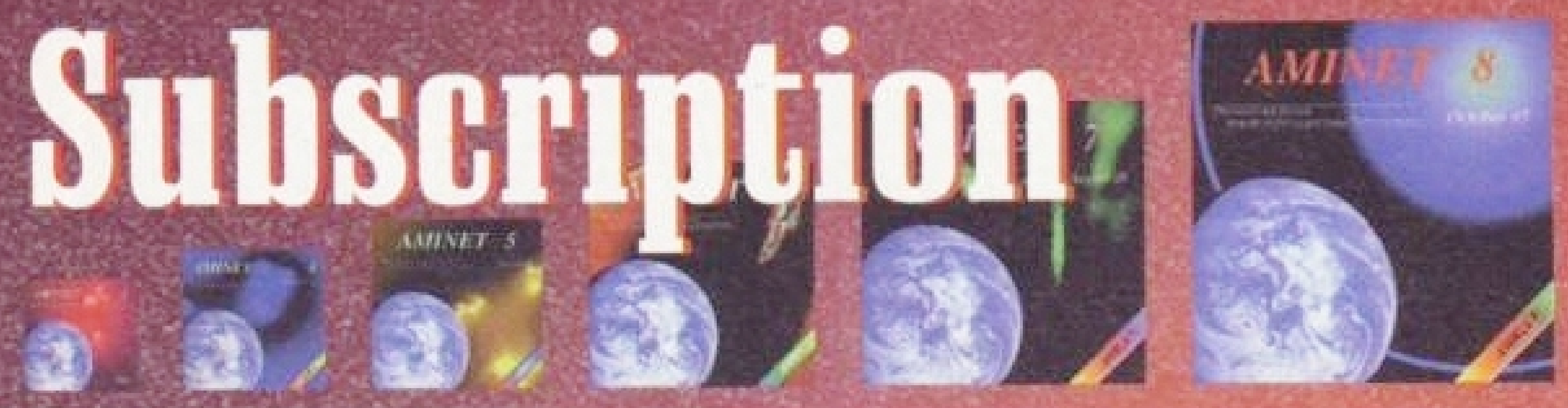
Aminet 8

An update to the world's best-selling Amiga CD-ROM-series has just been released. Aminet CD 8, dated October 1995, contains more than 1 gigabyte (uncompressed) of software in thousands of archives. Since the release of Aminet 7 CD more than 500 MB new software has appeared. The current edition has a special focus on modules. More than 1.000 were included. Many modules are of a very high-quality and feature 8 voices. The excellent user-interface has also experienced further improvements and we are proud to present you a new CD-ROM of superior quality for the Amiga.

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Subscription



The Aminet CD-ROMs are published bimonthly which means that 6 new valuable issues are released each year. PDSoft is offering an inexpensive and reliable subscription service. Telephone: 01702 466 933. Get yours on the day of release and be sure that you won't miss a single issue.



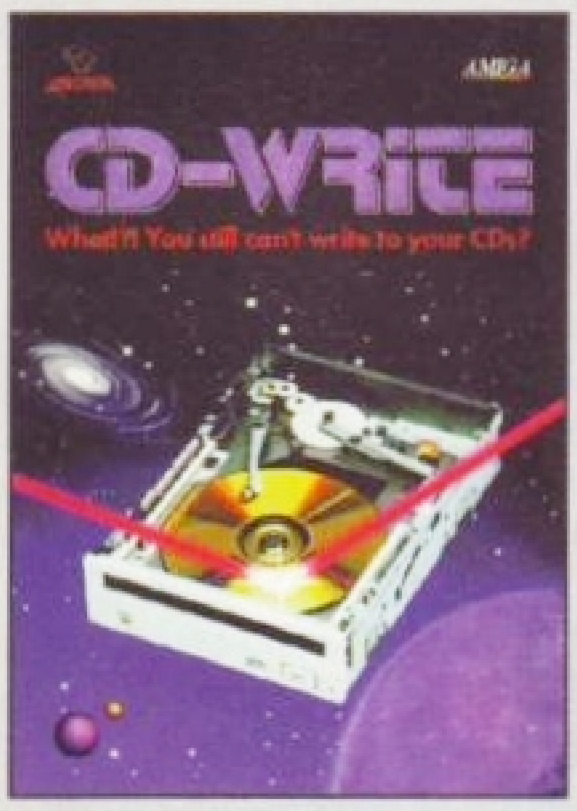
FrozenFish

The FrozenFish CD-ROM, August 1995, contains all 1.100 "Fish Disks", one lha archive per disk, with a product info file. There are also 102 MB animations and graphics utilities aswell as 74 MB pictures included. **£19.95**



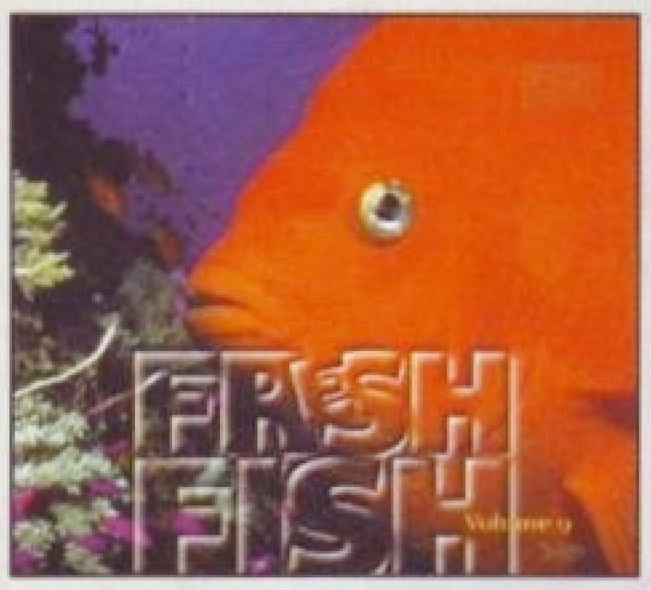
FantaSeas

Fantaseas is a Portfolio Photo CD containing almost 300 high quality underwater photographs. This two CD-set contains reef shots teeming with brilliantly colored fish, macro shots of various anemones detailed shots of World War II wracks, plus much more! Photo sites ecompass the world, ranging from the walls of Grand Cayman to Mexico's Sea of Cortez. Each photograph is available in the five standard Photo CD Image Pac resolutions. **£44.95**



CD-Write

What!?! You still can't write to your CDs? CD-ROMs have long been an essential part of Amiga computing. Many users already own a CD-ROM drive, and the number of software packages available on CD is increasing steadily. Until now, though, it was not possible to write to CDs. We have solved this problem with our new revolutionary product: Ralph Babel and Stefan Ossowski's Schatztruhe are proud to present what can be considered a marvel of technology: CD-Write enables you to virtually write to CDs with an ordinary CD-ROM drive. From now on, you will be able to write, delete, and modify data on your CDs. This product will take you into a new era, and you will be able to utilize CD-ROM technology to its fullest. **£44.95**



FreshFish 10

The FreshFish CD-ROM-series, produced directly by Fred Fish, provides Amiga users with hundreds of megabytes of the latest freely redistributable software. Published approximately every two months, each volume is a two CD set containing new submissions since the latest volume, as well as an ever growing selection of tools, libraries, documentation and other useful material that is updated with every release. **£29.95**



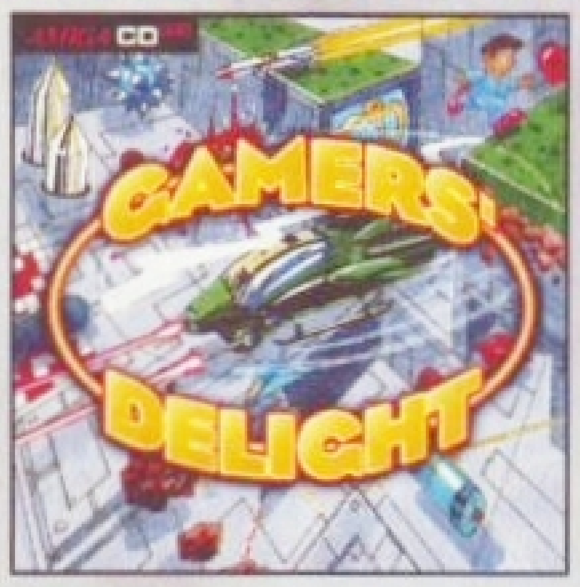
CDBoot 1.0

CDBoot is a fantastic new product that enables you to use almost any CD32 games on an A1200 or A4000 (with AT- or SCSI-CD-ROM drive and any filesystem). You can create a configuration file for each CD, containing information on the Joypad emulation. You can also save the highscore of each CD32 game. The usage and installation of CDBoot is very easy, also for beginners, due to the excellent English manual. Since the compatibility is very high, you can use 98% of CD32 games currently available. CDBoot is an excellent software solution for all Amiga-Freaks, who would like to enter the world of CD32 games! **£34.95**



FreshFonts II

The FreshFonts II CD-ROM contains 632 megabytes of fonts for almost any computer system. Most of the fonts are freely distributable, except for the Thienen fonts, which are exclusive on this CD. Each of these fonts is included in four different formats: DMF, Agfa IntelliFont, Adobe and TrueType. There are 231 font families on this CD (each containing of up to 8 different styles). They are classified in seven categories: Deco (63 families), Non-Latin (33 families), Pictures (16 families), Sans Serif (29 families), Script (36 families), Serif (36 families), Thienen (19 families). **£19.95**



Gamers' Delight

This CD contains 40 games for the Commodore Amiga from differing categories. Action, Jump & Run, Card Games, Puzzles, Strategy Games - a whole range of computer entertainment awaits! Gamers' Delight will hold you captivated for hours and guarantees long-lasting pleasure. All games are commercial versions - no public domain & no demos! This CD can be run on any Amiga with CD-ROM drive, CDTV or Amiga CD32 Console with 1 MB free memory and Joystick/Joypad. **£29.95**



GoldFish 2

Volume 2 of the GoldFish series contains a selection of software, animations, pictures and other material released on FreshFish CD-ROM's between October 1993 and November 1994, with most of the material updated to the latest available versions. All material is included in both archived (BBS-ready) and unarchived (ready-to-run) forms. **£29.95**



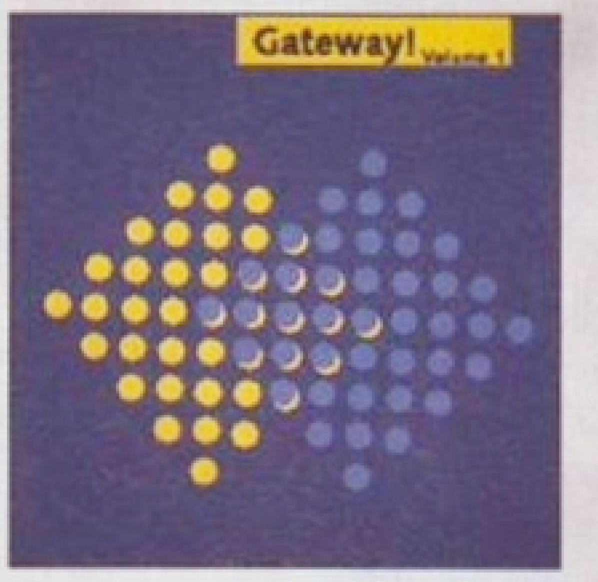
LIGHT ROM 2

The LIGHT ROM 2 CD contains almost 650 megabytes of 3D objects, images, images equences, scene files, surface attributes, bump maps and textures in IFF and TARGA formats, DEMs, and Lightwave rela- ted text files. LIGHT ROM is an invaluable resource for Lightwave users, and as a bonus, includes material for Sculpt 3D and Imagine users. **£44.95**



da capo

The da capo CD-ROM is a source for high-quality music, both for listening enjoyment and for samples to use in creating your own music. This is not just another random collection of modules. Many modules and samples are exclusively to da capo. Included are more than 1400 of the best available modules and 2000 high-qualioty samples. **£27.95**



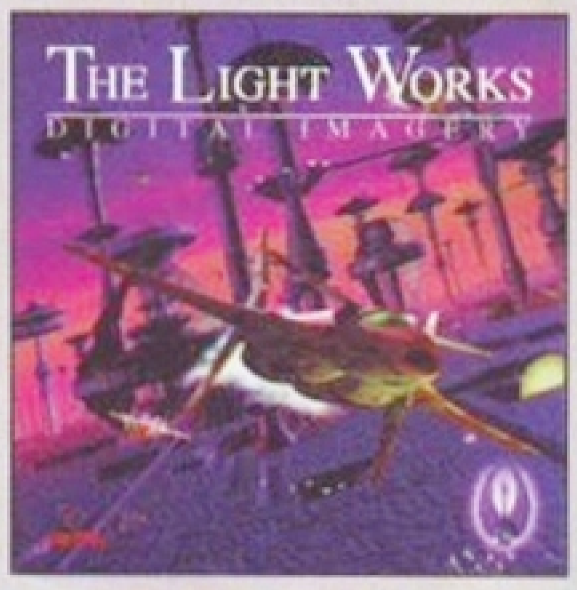
Gateway!

Gateway! offers NetBSD 1.0, a full featured UNIX-like operating system with both sources and binaries for the Amiga, i386, Sun 3, and other architectures. Go netsurfing with the large selection of supplied networking tools. Other supplied packages include a binary release of the X window system (X11R6) for the Amiga, with many additional clients, and packages such as perl, emacs, games, mail programs, and many megabytes of important text files such as RFCs and FAQs. A complete installation guide is available on the CD. There are also some AmigaDOS internet utilities, such as clients for AmiTCP and Envoy. **£9.95**



Meeting Pearls Vol. II

The Meeting Pearls Volume II contains 650 MB of the finest FD software via a special user interface, which has been created to allow you to find the program of your choice with ease. The contents: 35 MB of selected html-pages - 50 MB graphics programs and data -15 MB games - 10 MB from "The Party '94" - 13 MB disk, hard disk - CD-ROM and SCSI tools - 19 MB various other tools - 11 MB educational software - 25 MB terminal programs - 25 MB animations, mainly from Eric Schwarz - 40 MB developer tools (e.g. pre-installed compiler (DICE, Oberon, Modula), Commodore-Includes, GUI-Tools) - 9 MB music programs - 10 MB midi programs - 27 MB pictures - 60 MB texts, FAQs, CD contents files, etc. - 40 MB linux for Amiga - 100 MB TeX installation (PasTeX incl. 600 dpi and fax fonts) - 38 MB movie data base - 50 MB archives for Psion - 18 MB modules - 50 MB NetBSD for Amiga, ... **£9.95**



The Light Works

Raytracing - A fascinating area of the computer graphics. Pictures from the computer, perfectly rendered, fascinate people all over the world. The Amiga was the first computer to be used for raytracing, and today it is still a leader, with many high quality programs. A real artist of raytracing is Tobias J. Richter from Cologne/Germany, whose detailed objects stun the people. Especially his space ships of famous science fiction films are used to demonstrate the capabilities of a raytracing program. The objects are highly detailed and extremly realistic due to the application of complex surface textures of the models. Until now it was difficult to acquire these objects in order to create ones own scenes or animations. **£29.95**



Texture Gallery

Texture Gallery is a 2 CD-ROM set containing over 1.3 gigabytes of textures designed for graphic artists. Included are hundreds of 24 bit textures in several different formats, including IFF, TARGA, JPEG, PICT, SGI, and TIFF. These textures are perfect for use with 3D programs like LightWave 3D and can be used to create bump maps. All of the textures are represented in thumbnails renderings for easy previewing. **£44.95**

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Super Street Fight





ABOVE: Chop Suey uses an unconventional method to get the money back that he loaned to Barbie's boyfriend.

ABOVE: Cammy (not to be confused with Cameron Winstanley) hands out some serious damage to her adversary in this bout.



RIGHT: Ryu does his usual arrogant thing and proves that he's got the biggest fireballs of any of *SSFII*'s cast.

SUPER STREET FIGHTER II

Publisher
Gametek 01753 553445
Price
TBA
Versions
CD32
Release date
November

88%

In the conclusion to Steve Bradley's review of *Super Street Fighter II* in issue 74, he recommended that owners of single drives should avoid the game and that twin drive owners should only consider buying it. Hard drive owners however, should embrace it warmly.

The reason? Loading times. With a single drive it could take anything up to five solid minutes before the player even got a whiff of a bout. Unacceptable in this day and age, even with *SSFII* representing one of the best beat-em-ups on offer in the Amiga scene.

That's why CD32 owners should rejoice and rejoice loudly. For the compact disc that *SSFII* comes on eliminates disk swapping at a stroke. No longer must the gamer squint their eyes over illegibly small print requesting disk four, or was that disk five? Yes, no disk swaps makes playing a joy rather than a chore.

So. What about the playability? Considering that this is the CD32 version it makes sense that the player will own a CD32 pad. Preferably two. If so, aficionados of the arcade version will find that all of the original special moves and combos are in here waiting to be pulled off with requisite skill and ease. In fact, part of the joy of the game resides in the 'game within a game' scenario of getting to grips with the special moves and combos of each character.

And all the original arcade characters are here too. Sixteen hustling, bustling, preening and muscling street fighters. Each sporting their own individual unmistakable kick-ass characteristics.

Who on the right side of 18 can fail to be impressed by the electrifying Blanka, the avian gracefulness of Chun Li, the raw brutality of Fei Long, or the Aryan arrogance of Guile? Not me, that's for sure.

The fait accompli of *Super Street Fighter II* is that our very own

■ The compact disc that *SSFII* comes on eliminates disk swapping at a stroke.

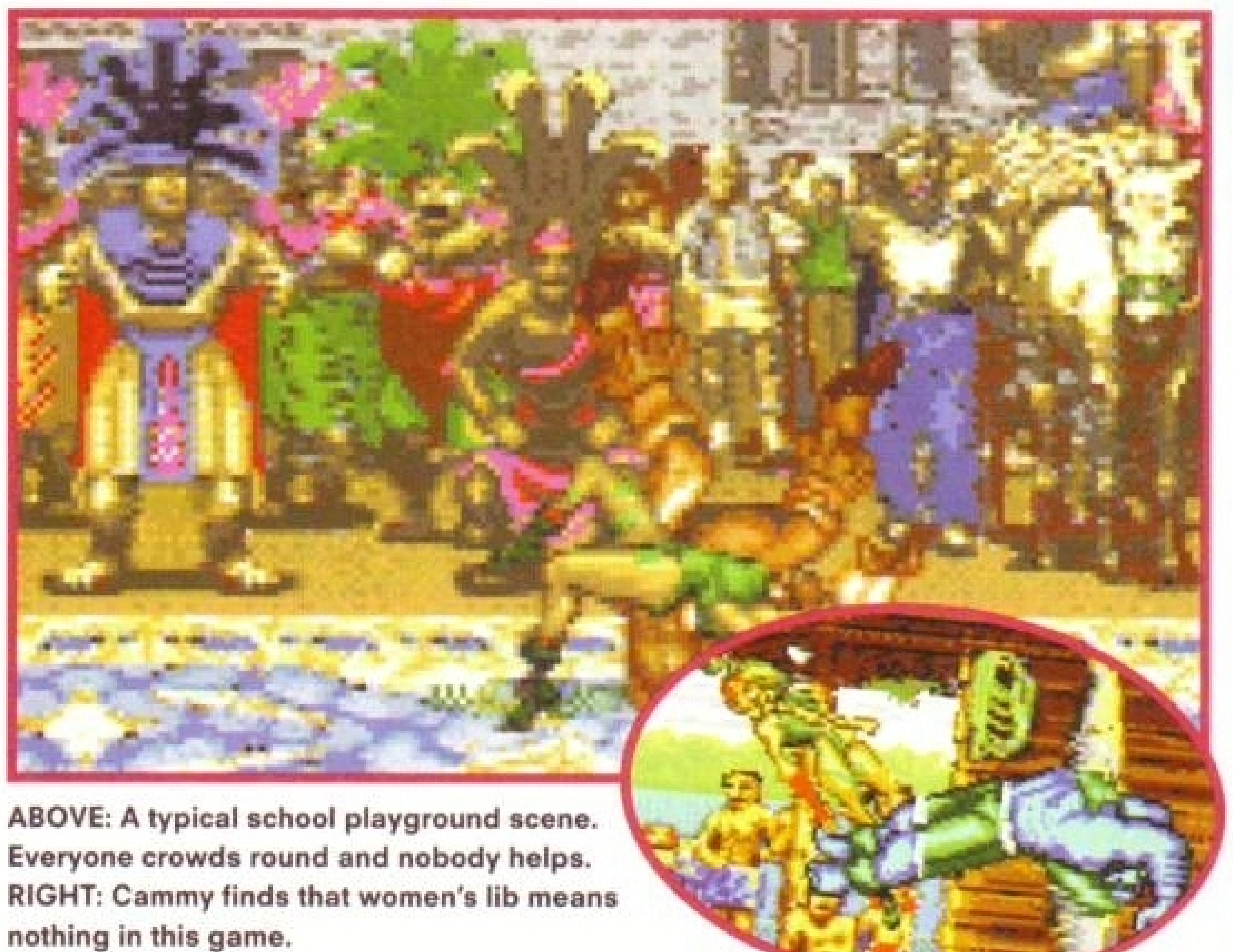


LEFT: Blanka proves that anything the Colombian goalie can do, he can do better. Nice try Blanka, but no cigar.

BELOW: No one knows this, but before he was recast for *Batman Forever*, the Boy Robin used to be a *SSFII* star.



er II CD32



ABOVE: A typical school playground scene. Everyone crowds round and nobody helps. RIGHT: Cammy finds that women's lib means nothing in this game.

technical editor and writer, Graeme Sandiford, has given the game his stamp of authoritative approval. He, after all, can complete all of the bouts in the arcade version without blinking an eye. He's an official regional champion and he reckons that the game's subtleties have been captured perfectly here.

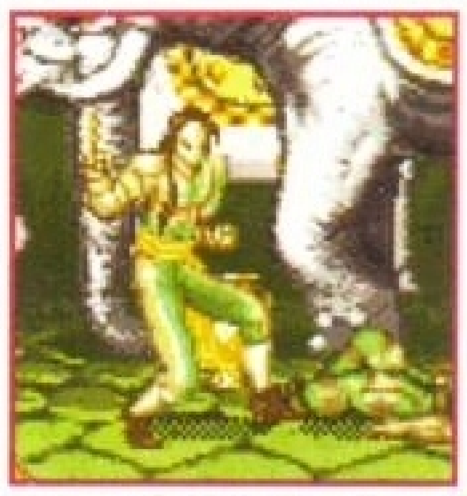
Capcom supplied the programmers with the source code and collision charts from the arcade original. And boy has it been put to good use.

The main criticism, however, lies in the size of the sprites. Compared to *Mortal Kombat 2* or *Shadow Fighter*, they're simply too small. More like *Shaq Fu* really.

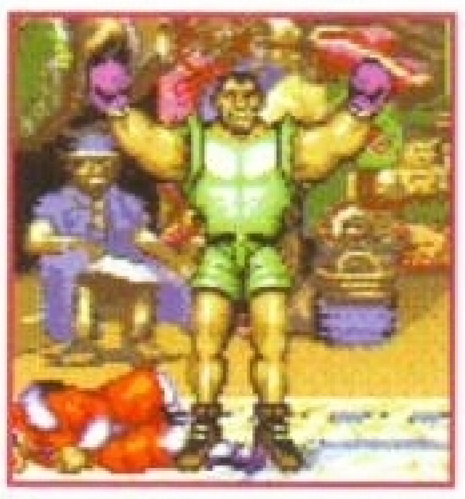
Beat-'em-ups really require larger sprites than this to be truly and utterly enjoyable.

Nevertheless, *Super Street Fighter II* has made it to the CD32 and retains the playability of the arcade version in the process. For that we can be truly thankful.

CHOOSE YOUR FIGHTER



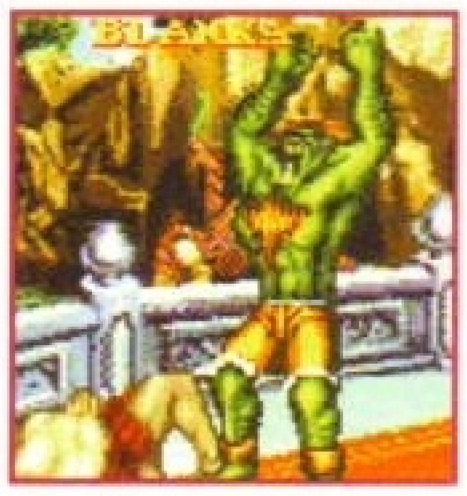
Vega is heartless in the kill.



Balrog is a big bully.



Cammy is a flasher.



Get off the screen Blanka.



Deejay likes to play soul.



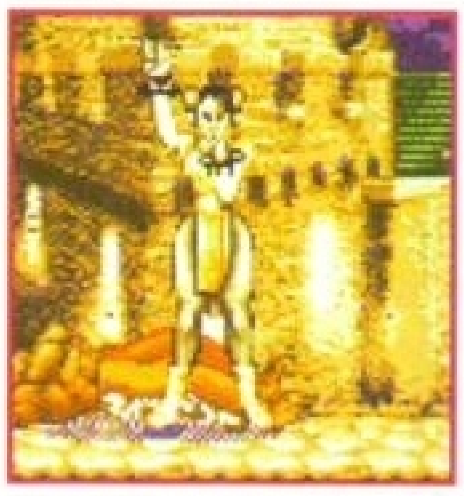
So short but so Feilong.



Ryu plays like Arsenal.



It's good to Thawk.



Chun Li and chips please.

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ON SALE 28 SEPTEMBER

Last month we went into great detail about how to start up a colony in the new land. This month, Nick Veitch hopes to show you how to develop your colony into a brand new nation.

SEND IT IN
If you have a hint, tip or cheat to share with other Amiga gamers, write to: Steve McGill, GameBusters, *Amiga Format*, 30 Monmouth Street, Bath, Avon BA1 2BW. Or, better still, send it on a floppy disk.

GameBusters



Well, this little place is a bit of a shambles – fancy sending a criminal out to do the fishing. However, at least they got one thing right – an elder statesman spurring them on to liberty.



Johnny Foreigner will try to obstruct and intimidate your colonies, just to give you a hard time. As ever, prevention is better than cure.

COLONIZATION
Reviewed in *AF74* ■ 95%
MicroProse 01454 329510

The bells
It is easy to neglect Liberty bell production. Very easy, but foolish. Not only do the bells and the rate that they are produced speed you towards independence, but they also help you get hold of invaluable founding fathers (see next page).

There are no hard and fast rules, but from the beginning, as soon as a colony can support anything above the carpenter/specialist/food producers minimum of a colony, you should get yourself a statesman. One colony at least should have an elder statesman, even if this means you forking out to buy one.

In the endgame, you may rely on foreign intervention to save you – the quicker you can produce Liberty bells the better.

Tool up
A colony based around manufacturing should always be run by experts. Usually, you will be able to produce raw materials faster than any number of non-experts can turn them into finished product.

This is a wasted opportunity. By the time you are able to produce manufactured goods, the price raw materials will fetch in Europe isn't worth the hassle.

Moreover, every fur (or whatever) that goes off because the warehouse is full, is another bag of gold lost forever.

Doorstepping
You will notice that your evil European contemporaries will attempt to surround your colonies with fortified units. They will not immediately declare war, but their presence causes disruption, upsets the natives and is decidedly worrying.

Once you have a full-scale build-up, a landlocked colony will not be able to export any produce as the trade wagons cannot pass.

There are only two ways to remove the obstruction – kill them (thus, obviously involving yourself in a war) or negotiate with their masters, which can be costly. The best thing to do is deploy your own troops first, on the main thoroughfares. This keeps them free and does intimidate any interlopers. The downside is that it will upset nearby indians.

It's sinful
If you don't have the assistance of founding father William Brewster, you will be plagued by next to useless criminals. Indentured servants aren't so bad, because you can just cart them off to the nearest Indian village to get themselves an education.

Training them yourself is not worth it. They take ages to become ordinary colonists, never mind anything useful. There are some things they are good at, though. Well, average at. You can use them as scouts. They travel just as fast and see as far as a colonist.

The added advantage is that if you come across an indian village of scouts, they will be upgraded.

■ Indentured servants aren't so bad, just cart them off to the nearest Indian village.

Continued overleaf ➡

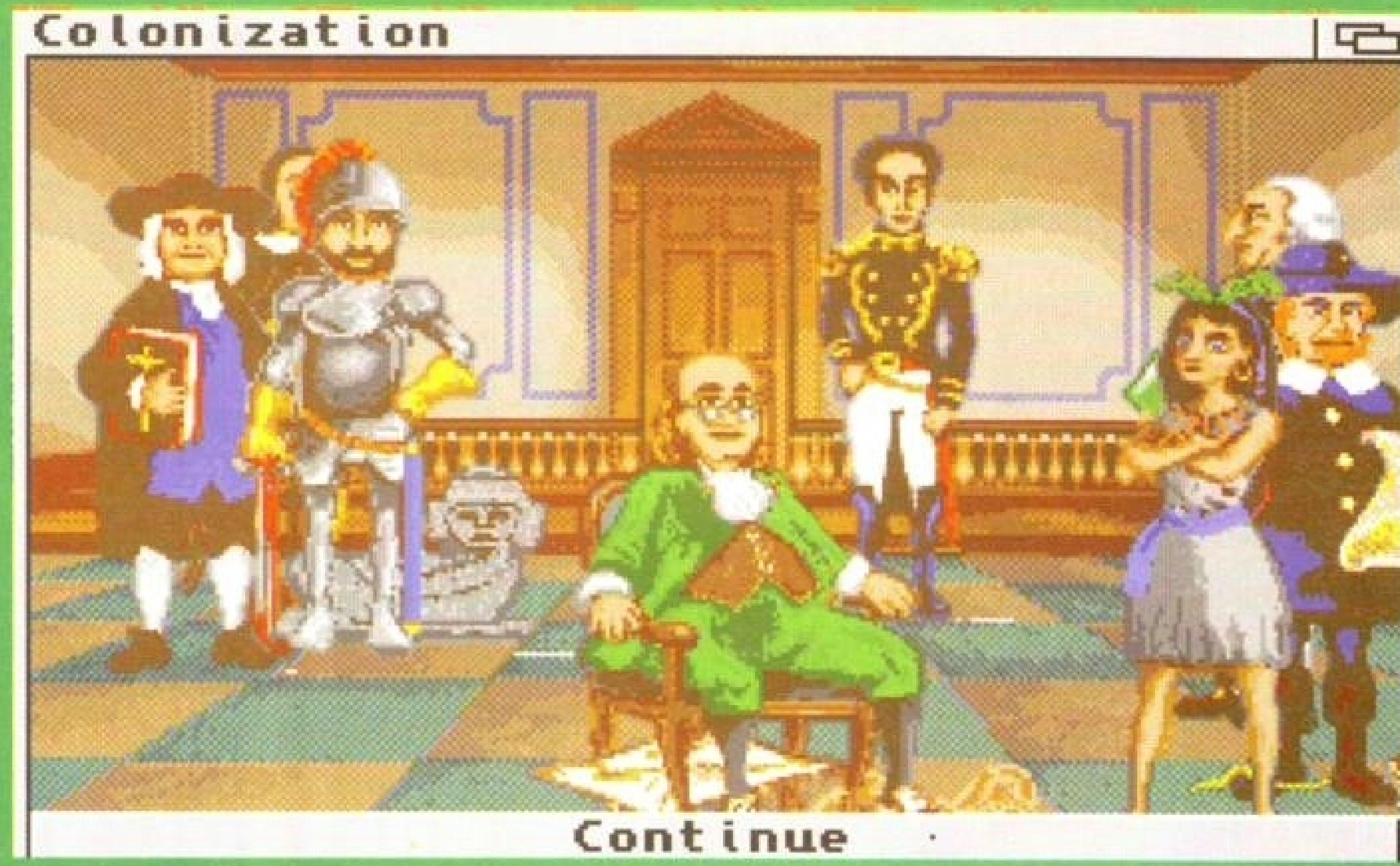


Seasoned scouts can not only see further, they have a better chance of finding treasures and impressing the natives.

FORGIVE ME FATHER

The founding fathers are the element that replaces "Wonders of the World" from Civilization. Every founding father (who are all real historical figures) brings a special bonus to your nation. Some bonuses are nice, but transitory additions – some can dramatically change the outcome of your whole game.

It isn't really possible to give a definitive list of the best fathers, because the best ones will depend almost entirely on the individual game you are playing. It is possible to offer suggestions though:



Obviously some of the founding fathers had trouble with wind. However, it is no understatement to say that they can dramatically alter the whole course of the game. Choose wisely.

STARTING OUT:

Military: Herman Cortes – An increased treasure yield from dispossessed natives. If you are playing the Spanish and are operating a shoot-to-kill policy regarding the indigenous population, you can't go far wrong with this one.

Religious: William Brewster – Allows you to select from three possible choices when a new recruit appears at the docks. He also prevents any criminals or slaves... sorry, indentured servants, from appearing. This can be the vital difference early on between building an efficient colony and one which is liable to be bogged down with second rate colonists.

Religious: William Penn – Increases cross production. Especially useful if you are playing the English, increased cross production will all but guarantee a steady flow of new blood for you to properly explore and stake your claim in the new world. Especially useful when combined with William Brewster

Exploration: Sieur de la Salle – An automatic stockade once a colony reaches three inhabitants is not to be sniffed at. Especially useful if the natives are less than friendly, or you find yourself next door to some evil Europeans – it also makes the use of makeshift camps harder.

Exploration: Ferdinand Magellan – Okay, a one square advantage in ship movement doesn't seem that great, but it saves years of game time in exploring the coastline. Maybe not as useful when playing a game set in America.

Exploration: Henry Hudson – Doubled output of fur can make you a small fortune early on, but, obviously, only if your colonies are geared towards its production.

MIDDLE GAME:

Political: Pocahontas – If there are still any Indians left at this stage, presumably you aren't intent on murdering them, so keeping them content is a good idea. You may elect to go for Pocahontas earlier in the game, but if you are going to kill, loot and burn, it seems pointless.

Military: Francis Drake – If you are actively pursuing Piracy as an easy means to make money, an extra 50% combat strength is very welcome. Pirate ships are more than a match for merchants, but with the bonus they stand a chance against laden galleons and can give frigates a run for their money.

Political: Thomas Paine – Use your judgement on this one. If you are being stung by the King for 25 per cent taxes, it is worth boosting your Liberty bell production early.

Military: Paul Revere – Very handy indeed if you employ a makeshift, transitory colony tactic. As long as you have muskets, someone will fight the invaders.

Political: Thomas Jefferson – By this stage you should have a few statesmen hammering out Liberty bells. A bit more power to their elbows wouldn't go amiss.

ENDPHASE:

Military: John Paul Jones – An extra frigate never does any harm.

Trade: Peter Styvesant – A customs house is all-important, especially when you declare independence.

Trade: Adam Smith – Factories can churn out goods quickly and efficiently.



Well, there isn't always much of a choice, but you get the idea – you can actively pursue individuals to help your colony rather than just making do with whoever happens along.



A pirate is fine against a merchant, but with Drake you should feel brave enough to plunder galleons too.



Five hundred gold? Fine, I'll take half a dozen please – no, don't bother to wrap them. Buying your artillery is advised, at least until the price rises above 2,000 – they require a lot of effort to manufacture.

Alternatively, try pressing them into service as missionaries. They aren't very good at it, but they are better than nothing.

If you have George Washington in your congress, it is well worth issuing them with some muskets and sending them out to the nearest hot spot. Every time they win a combat, they will achieve a better standing (indentured servant, colonist, veteran). Many a victorious colonial army has been constructed in this way.

New, moral army

The basic need for any colony facing the threat of their imperial masters kicking in the door and giving them a damn good hiding is at least two artillery pieces and two dragoons.

Colonies near the sea need to take special care and, if possible, you should make every effort to make them fortresses. Fortifying, ill-defended colonies is worse than useless.

If you have a fortress with two dragoons in it, although they may inflict some damage on the King's men, they are unlikely to last more than one round. That means you then have to retake the Fortress – not the sort of thing you want to happen at all.

It is more important to have Fortresses well defended than any other colonies. A fortress with three artillery and a handful of dragoons will inflict huge losses on the enemy. Even better still if it is well stocked with horses and has some capability for musket production.

It is important to start building up an arsenal early. You may be able to protect colonies from indian raids with some hastily converted colonists, but they are not going to be able to hold of the King's army, or even a determined European power. Fighting men fortified in your colony cost no food, so there is no maintenance cost.

Artillery pieces should be bought, at least until their cost in Europe goes up to 2000. In the time it takes to manufacture one, a reasonable colony should have cleared this much in other goods



Sometimes the indians do have their uses, so maybe you shouldn't kill all of them. You can make a killing with local trade if you supply the right goods.

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There have been few official offerings scheduled, but Steve McGill looks at some of the bargains of the High Street instead.



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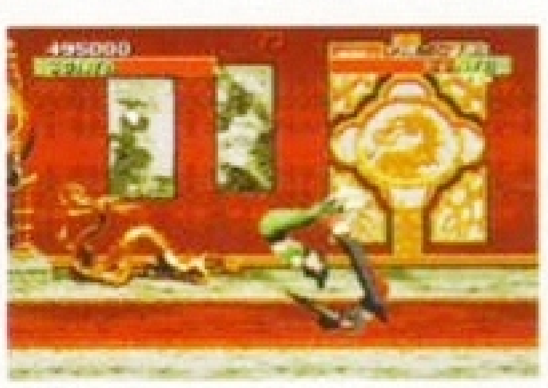
MORTAL KOMBAT: Above: The first rule of *Mortal Kombat* is: "Never mess with anyone who only wears shorts and slippers". Above right: Goro wanted to know why he went through deodorant faster than everyone else

MORTAL KOMBAT: Right: In victory, Reptile was always polite, modest, humble and never boastful. But then again...





MORTAL KOMBAT: Above: Take your partners for the Mortal Kombat "Come Dancing" championships. Right: Sonya narrowly lost out to Sharon Davies for the spot on Gladiators



MORTAL KOMBAT: Dr. Comfort certainly never envisioned this pair when he put his new book together. Shame really.

MORTAL KOMBAT

Future Zone (Phone your nearest branch) ■ £7.99 ■ *AF55;* 74%

Gosh! Looking back at the review of *Mortal Kombat* in issue 55, I've got to admit to being a tad shocked at some of the reasons given by Games Editor of the time, Rob Mead, for *Mortal Kombat* not being good enough to merit at least an eighty something percentage mark.

"One of the main problems," Rob reckoned, was "that the backgrounds had been sacrificed to make allowance for the motion capture perfection of the digitised sprites".

Backgrounds don't actually do anything for gameplay, so why he considered that as a main problem is beyond me; unless, of course, you think that the aesthetic parts of a game are more important.

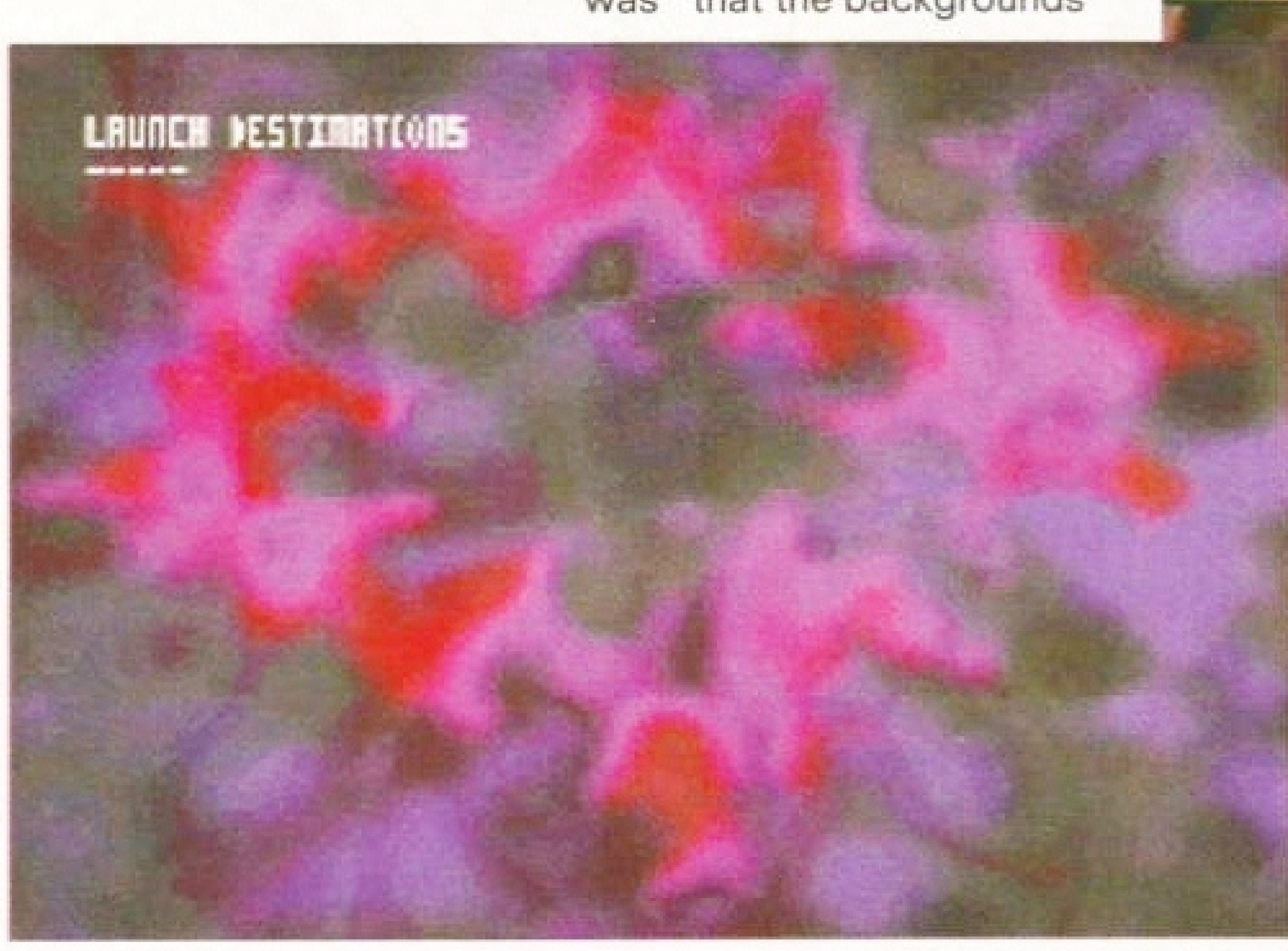
No, by any means, the most important element to be taken into consideration with a beat-'em-up is the intuitiveness of the control system and the ease with which special moves can be pulled off.

The straightforward moves, such as punches, kicks and jumps, are all easily carried out and pretty generic to each *Mortal Kombat* character.

The special moves, while teetering on the edge of counter intuitiveness, are easy enough to pull off, but difficult enough not to be executed every time you go for them. In all, an even match of dexterity versus speed of thought.

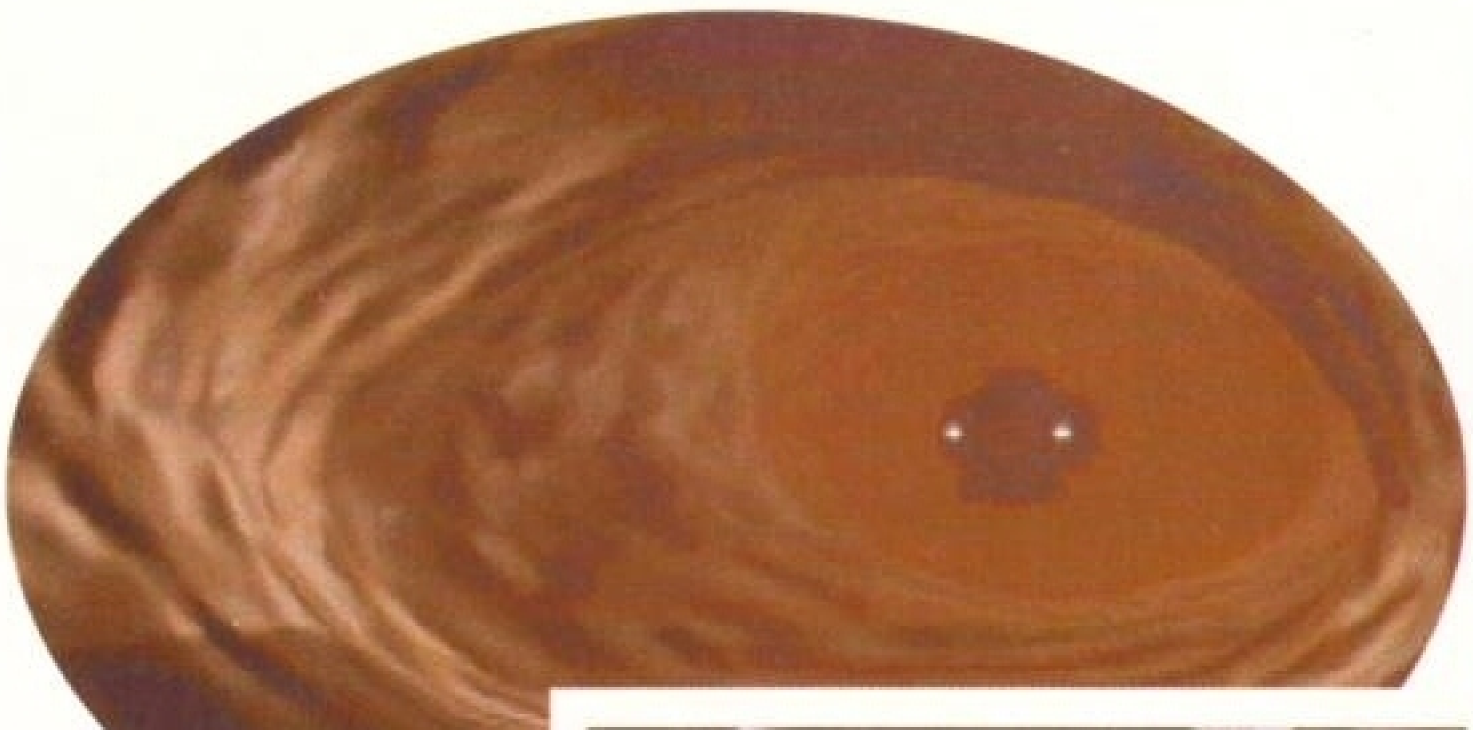
MICROCOSM: Below: Spacemeister Dr Dyson looks around for the future to check out whether or not it's as awesome as he was led to believe.

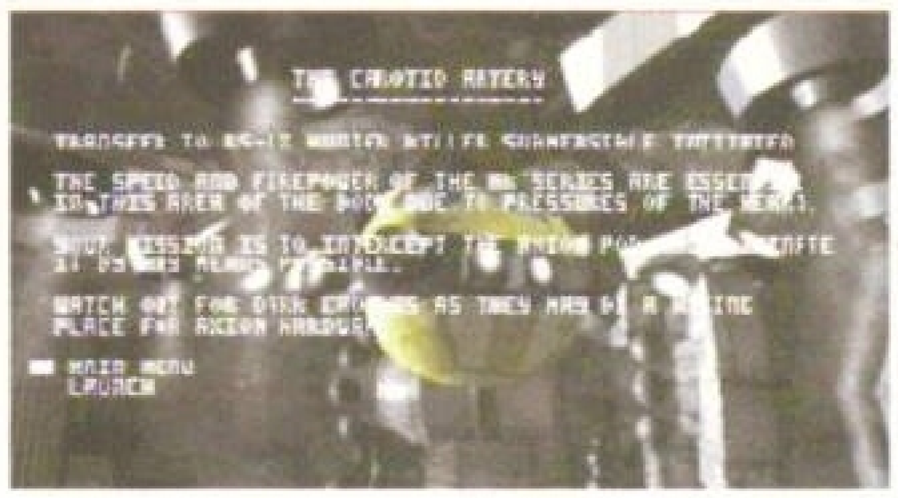




MICROCOSM: Left: There's absolutely no doubt that Microcosm was and is the best-looking game ever on the CD³². Above: Apparently, blockage of the oesophagus in computer games is quaintly known as choking.







MICROCOSM: Above: *Microcosm* captured the maxim of aesthetics over playability any day. Right: Raquel Welsh never even got a look in. Shame that.

As with all beat-'em-ups, playing with two players is the most entertaining, but the structure of the one-player game is tight enough and intriguing enough to keep you plugging away for a few hours.

We know that beat-'em-up games are the least favourite of *Format* readers, but at £7.99, even if you hate the genre, *Mortal Kombat* represents good enough value to be unmissable.

Revised score: 85%

MICROCOSM CD32

Future Zone (Phone your nearest branch) ■ £2.99 ■ *AF58;* 87%

In his summary of Microcosm when it first appeared on the CD^{32}, Marcus Dyson said, "I've seen the future and it's awesome!".

Nowadays a decidedly average Space Harrier clone that certainly looks great, but plays horribly is awesome. So awesome, in fact, that the same thing is now happening on newer platforms.

Decidedly average, bordering on atrocious, games are commanding ridiculous prices and, awesomely, are being bought by overly-rich, gameplay-ignorant people out there. Awesome!

Certainly, at the new price of £2.99, Microcosm represents much better value for money. In fact, it's probably the price it should have been released at in the first place.

For after all, the awesome graphics are merely pulled off of the CD and have no relevance to the on screen action, except when, in a couple of instances, the player actually gets the choice of whether to turn left or right at certain points. That is the only choice you get.

Sure, it looks great and the pre-rendered full motion video sequences at the start of the game are truly worth putting into a collection of 'Great Gaming Follies of the '90s, but other than that small accolade, Microcosm has nothing going for it whatsoever.

Revised score: 40%



MICROCOSM: Right: Much of the background represents what looks like a primordial soup. Below: The SAS were keen to deal with whoever thought Microcosm was good.

40%



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U683 IMAGE STUDIO v2.2 50 latest CLI tools - get this!
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U685 MIDI TRIGGER 50 latest CLI tools - get this!

LATEST GAMES

GM238 LAST LAP v1 Excellent racing game for one or two players.
GM239 ULTIMATE STAR TREK Quite old but a great strategy game by Tobias Richter. [2 Disks]
GM242 PSYCHUEL Alien Breed style shoot em up [WB2+]
GM245 THE PYRAMID GAME A puzzle platform game. [2 Disks]
GM247 KLONDIKE III This is a special version of Klondike for disk users only! [6 Disks] [3MB]
GM248 DELUXE PACMAN AGA Wow a pacman game by the author of Deluxe Galaga.
GM249 DELUXE PACMAN ECS
GM258 BATTLESHIPS A very playable game by the Assassins.
GM259 EGG SCRAMBLE Mad, mad game. Very colourful platformer.
GM260 GEMZ addictive puzzle game
GM263 CODENAME NANO superb thrust game. Get it!
GM264 SCORTCHED TANKS v1.85
GM265 DATASTORM [2 Disks]
GM266 BLITZ BOMBERS the popular multi-player bombers game
GM267 NIMBLE! another addictive puzzle game
GM268 EXCELLENT CARD GAMES III A set of different card games on here. [AGA]
GM269 MASTER BLASTER II decent bomb game
GM270 TRONICS tron/light phasers game. Addictive
GM271 SUPER COMBAT 3 this is a two player version of cannon fooder. Superb graphics - Object to kill other player. [3 D]
GM272 DR. STRANGE 2 top notch platform romp
GM273 REBELLION an asteroids clone with a difference
GM274 R3 is a 1/2 player smooth scrolling thrust game
GM275 MARATHON 2 player action game
GM276 THE DEVILS ABODE written by the author of War of the Worlds. This is a 3D horror adventure. Decent.
GM277 SPEED - DOOMER 2 version 2 of the Doom clone. More graphics, finer detail (walls etc) and much faster scrolling. [AGA]
GM278 DNX erm...blatent Super Stardust tunnel game! [AGA][2 D]
GM279 ALIEN BASH II very similar to Chaos Engine....very good.
GM280 SKID RACER car racing game, not bad.
GM281 DUCK DODGERS great platform game with ducks
GM282 TRAP 'EM from the author of the decent Jump 'em
GM283 ZOMBIES Alien Breed style shoot-em-up [AGA]
GM284 DARK ANGEL Flashback style, platform in a power complex
GM285 BLACK DAWN V another version of the great adventure
GM286 GALLEONS 2 player 3D shoot-em-up
GM287 ENGINES 2 player thrust game [WB2+]

HOT NEW DEMOS

D203 MYSTIC "IMPOSSIBLE IMPOSSIBILITY" Winner of the Primavera party 95. Get this! [2 Disks] [4MB+] [AGA]
D204 TRSI "ANHALONIUM LENINI" Quite a decent demo from TRSI, this time! [AGA]
D213 PARALLEX/CCN "DEEP" Winner of the Gathering 95 [2 Disks] [HD] [4MB+] [AGA]
D216 FACULTY "MAN ON MOON" Very good demo from Faculty - needs loads of Mem! [4 Disks] [HD] [6MB+] [AGA]
D217 ABYSS "DRUGSTORE" [2 Disks]
D218 OXYRON "TEMPLE OF DECEASE"
D219 SANITY "ROOTS II" wow! A very decent demo release [020+]
D220 FREEZERS "DREAM WALKER" [2 Disks]
D221 FREEZERS "LECH" AGA won the Ram Jam charts "best demo in 1995". Loads of the same routines - tunnels etc.
D222 ARTWORK "GREENDAY" Won a recent party in Germany - very decent all round. [AGA] [HD] [3 Disks]
D223 IMPACT DK "MELCHOIR" [HD] [8MB+]
D226 SUPREME "CHAOS" [HD]
D227 SCOOPEX "ALIEN" Scoopex are BACK in the '90s with a good demo release! [AGA]
D228 STELLAR "HUMAN" Stellar release "Human excrement in ...", lets say no more!
D229 VIVIAT "SLOVIAK" [2 Disks]

Latest demos continued........

D230 MELON "PLANET M" another classic release from the guys at melon. Released at a party in the Netherlands recently.
D231 AXIS "PICTURE BOOK" must be one of the best demo releases for many months, comprehensive. [AGA] [4 Disks]
D233 AIDSYNTHETIC DESIGN "TENEBRA"
D234 INTERACTIVE "ABSTRACT" another release from the party in the Netherlands. Excellent routines. [HD] [4 MB]
D235 MELON DESIGN "BAYGON" superb cartoony style demo!
D236 EMBASSY "THRILLED" Assembly '95 release [HD][2 Disks]
D237 SILENTS "FRUIT MACHINE" superb Assembly '95 demo!
D238 VANITY "AMAZED" stunning new demo from Vanity
D239 OXYGENE "CONTROL" from the G.A.S.P. party '95. [2 D]
D240 PARALLEX "ZIF" G.A.S.P. winner. Good. [2 D] [AGA] [HD]

MISCELLANEOUS

GRAPEVINE 21 superb disk magazine from LSD [2 Disks]
GRAPEVINE 22 call for date (September?)
DEADLOCK 9 superb disk magazine by Anathema/Narcosis
NFA WORD 5 disk magazine from NFA [AGA]
NFA WORD 6 disk magazine from NFA [AGA]
NFA WORD 7 call for release date and details (August)
NFA BODYSHOP 8 [AGA] [3 Disks]
SHERILYN FENN SLIDESHOW [AGA]
PHEOBE CATES SLIDESHOW [AGA]
ERIKA ELENAIK SLIDESHOW [AGA]
NIKI TAYLOR SLIDESHOW [2 D] [AGA]
TINY TOONS CLIPART superb hand drawn clipart
NFA BIG GIRLS II [AGA] [3 Disks]
X-FILES GUIDE guide to the TV Show
GCSE MATHS EXAM PAPERS GCSE help
TRAVEL GUIDE guide for world travellers [2 Disks]
UFO : FINDING THE TRUTH [2 Disks]
UFO : FINDING THE TRUTH 3 paranormal and UFO stuff
ALIENS CONFIDENTIAL 2 UFO and paranormal guide
WEATHER GUIDE [3 Disks]
LUCIFERS "UNHOLY INNOCENCE" [2 D]
LUCIFERS "WICKED GRIMOIRE" bizarre cult stuff
LUCIFERS "BOOK OF SHADES" [2 D]
STAR TREK GUIDE learn about Star Trek [6 Disks]
ED060 KIDS DISK 7 another under 5's program
SCOOPEX "ARTCORE" Doom-like gallery slideshow! [AGA]
NFA SOURCE 'N CODE 2 AMOS source 'disk' magazine

MAIN LIBRARY

MORE UTILITIES

U076 WB3 HD INSTALL DISK Prep, format and install WB to your Hard Drive. [WB3]
U230 TOOLS DAEMON V2.1 Adds tools to your WB Menu. [WB2+]
U239 RE-ORG v3.11 Re-organise your disks/hard disk. [WB2+]
U302 VIEWTEK v2.01 Viewtek can show many picture formats including JPEG and the AGA screen modes. [WB2+]
U317 ACTION REPLAY PRO Action Replay for the A1200 [AGA]
U318 VIDEOTRACKER DATA Loads of data files for use within Videotracker. [4 D]
U349 LIBRARIES + DATATYPES Do you ever need a library? Here's a collection!
U352 MAGIC WB v1.2P The lastest version of the 8-colour icon replacer. Use this with our Extras disks for superb results! [WB2+]
U359 TELETEXT v1.20 Create a teletext receiver [WB2+]
U376 POWERCACHE v37.115 Speed up your Hard Drive access with this cache program. Versions for 00, 020, 030 and 040. [WB2+]
U379 DESKTOP MAGIC v2.0 This program allows you to assign sounds to Workbench functions like mouse clicking etc. [WB2+]
U408 DISK SALV v2.31 This is the best disk/file repairer in the Public Domain. Undelete/salvage files and repair disks.
U416 AMIGA DOS GUIDE v1 Learn Amiga DOS with this program.
U426 EPU STAKKER v1.70 double your hard drive space! [WB2+]
U434 EDWORD PRO v5 Edword Pro is the most comprehensive and easy to use word processor on the PD market. [WB2+]
U440 SNOOPDOS v3 Use Snoopdos to monitor program activity. An ideal tool to find out what libraries are needed [WB2+]
U453 MAIN ACTOR v1.55 An excellent module animation player. Buy it. [WB2+]
U454 VIDEOTRACKER 2 AGA The AGA demomaker.
U467 T. U.D. E. v1.0D The Ultimate Degrader and Enchancer can be used to degrade A1200/4000's to use WB1.3, remove fast mem etc.
U475 RELOKICK v1.4A FINAL Relokick is the most popular degrader around. Forget the fake v1.41, this is the real thing.
U479 MSDOS FOR AMIGADOS Allows you to use the MS DOS commands on your Amiga. Also use the MSDOS star "*.*" [WB2+]
U480 HD GAMES INSTALLER II Install Jungle Strike, Aladdin, Mortal Kombat II, Ruff 'n Tumble and about 12 more!!
U487 BIRTHDATE HISTORY v2.21 Check events that happened on your birthday!
U499 M.U.I. V2.3 Create GUInterfaces. Needed for Mosaic. [WB2+]
U502 GBLANKER V3.6 020 An optimised version for 020/30/40/60 CPU's. [WB3+]
U510 FINAL FAX/SUPER DUPER v3.13 Final Fax allows you to control GPFax from Final Writer, sending a fax from a normal document.
U514 DISK STICK v1.1 A disk labelling program.
U517 FINAL WRITER 030 PATCH Excellent! A patch which turns the release 3 Final Writer into an optimised 030 version. Get this!!
U521 ADDRESS PRINT v4 Store addresses and print them to labels.
U523 DOPUS MAGIC COMPANIAN Loads of buttons, AREXX scripts for Dopus. [WB2+]
U532 ALL NEW FINAL WRAPPER v3 Final Wrapper was the utility that hit Final Writer users last year. This is the very latest version.
U533 CAR DATA ANALYST Monitor and test your car's performance. First for the Amiga.
U543 TOOLS MANAGER Allows you to have a "dock" of icons on Wbench. [2 Disks][WB2+]
U550 VMM v3 Virtual memory program. [WB2+] [NEEDS MMU] [020+]
U553 GFX CONVERTOR v1.7 Decent graphics convertor. Loads about 10 different file formats and saves GIF, ILBM, PCX, POSTSCRIPT, JPEG. [WB2+]
U554 SOUND BOX v1.97 Coverts sound samples from IFF, RAW, WAV, MAESTRO, VOC, AIFF and MAUD to any of the supported formats. ie. load in as IFF save as WAV or load as WAV andsave as IFF. [WB2+]
U560 DELITRACKER II v2.1 A great module player. [WB2+] [2 D]

More utilities continued........

U564 EXOTIC RIPPER v3.1 module and sample ripper. [WB2+]
U568 LOTTERY WINNER V2.0 good lottery predictor. [WB2+]
U576 BLITZ BLANKER V2.5 Blitz Blanker is another tool that requires the services of MUI (U499). Modularised screen blanker. [WB2+]
U581 PAGESTREAM 3F>G PTCH This patch vastly improves Pagestream 3F. If gives you landscape non-postscript printing! [2 D]
U588 PC-TASK V3.10 All new PC Task v3. Demo version.
U589 MP LOTTERY V2 Another good lottery program.
U592 VARK CLI UTILS 7 All the latest CLI utilities here!
U594 AMIGA FAX V1.42 Send/receive faxes on your Amiga. [WB2+]
U606 ESSENTIAL AMINET 5 recent Aminet uploads. [WB2+]
U607 ESSENTIAL AMINET 4 more recent Aminet uploads. [WB2+]
U617 HD GAMES INSTALL 3 Over 20 games such as Super Skidmarks, Sensible World of Soccer to be installed. [WB2+]
U618 TEXTURE STUDIO v1.02 For Imagine users - adapt those textures. [WB2+]
U619 BALLS! Superb and powerful Lottery program. [AGA]
U623 AMIGA CD-ROM GUIDE Guide to loads of Amiga CDs - Amigaguide doc. [WB2+]
U628 ICONIAN v2.91 Superb AGA icon editor. [AGA]
U629 DIY REKO v2 Construct Klondike cards. [WB2+] [IMAGE FX 2]
U634 FRODO v1.5 The very best C64 emulator for the Amiga. Relive the old games with this. [WB2+] [020+]
U635 DOPUS UTILS 2 Loads of utils for Directory Opus 4/5. More scripts, Arexx routines etc etc [WB2+] [Dopus]
U636 TYPING DEMON Learn how to type very quickly !
U638 ESSENTIAL AMINET 7 Aminet utilities. [WB2+]
U645 FINAL WRITER v3 PCH REV 7 For 030+ processors - speed increase Final Writer version 3.

MORE GAMES

GM58 BLACK DAWN II a popular 3D adventure
GM67 SCRABBLE the classic board game
GM78 STARWOIDS thrust and olds mixed [1MB] [2 DISKS]
GM97 TOP HAT WILLY an Amiga "Jet Set Willy" rip-off. Addictive!
GM105 DYNAMITE WARRIORS 2
GM118 CHANEQUES yes, two please!! A Lemmings type game. Direct your little men (with different skills) to the end. [2 Disks]
GM123 MEGABLOCK V2 the best Tetris games on the Amiga.
GM125 KELLOGS LAND WOW! The very best PD platform game ever! [AGA]
GM126 SUPER MEGA FRUITS a good Fruit Machine game.
GM127 ZAXXON superb! The C64 classic now comes to the Amiga!
GM130 FISHY FISHY eat the small fish, avoid the sharks and grow!
GM132 SAMURAI SHOWDOWN this is an amusing Street Fighter clone. Good! [AGA]
GM136 CYBERMAN wow! A 3D pacman clone. Very decent indeed.
GM138 INTERNAL COMBUSTION great skidmarks-esque multi-player racing game
GM141 MADHOUSE a graphical adventure game [2 DISKS]
GM147 DELUXE GALAGA v2.51 must be the best PD shoot-em-up ever made!
GM194 BATTLE DUEL AGA battle duel is a SUPERB multi-player artillery type game. [AGA]
GM195 BATTLE DUEL ECS ECS version of the above [WB2+]
GM226 GLOOM A demo version of the forthcoming Doom clone. [AGA]

More games continued........

GM150 ROCKETZ V2.25 superb AGA only 2-player thrust/shoot-em-up game. One of the most addictive mutli-player games ever! [AGA]
GM164 CYBERGAMES excellent! A street-fighter clone with gore! This is probably the best beat-em-up games in the Public Domain. [2D]
GM169 MASH Similar to Team 17s new Wormz game. A subtle cross between Lemmings and Cannon Fodder.
GM174 TANKS! excellent tank-war sim
GM176 ALIEN GENOCIDE errr. A Operation Wolf clone? [2 DISKS]
GM178 DOOMER a good Doom clone for the Amiga [AGA] [HD]
GM180 CARNAGE blood, guts and gore and more!
GM183 PSSST AGA remember Psst on the Speccy? Well this is the Amiga version!
GM184 SCREECH another car racing game
GM185 BOARD GAMES Cluedo is the main game here
GM187 FEARS 2 AGA wow! Much better. This is a demo of the finished commercial version! More aliens.
GM188 CARD GAMES DELUXE A program that allows you load and use your Klondike cards! Blackjack and another on here [3 Disks] [2MB]
GM191 CHILD ADVENTURE AGA not as bad as it sounds! A graphical adventure to solve the mystery to clear your name [4 Disks]
GM192 CHILD ADVENTURE ECS [3 Disks]
GM193 SPRINGTIME
GM227 WAR OF THE WORLDS 4 A virtual reality program! [AGA]
GM228 KING HIGH A new card game

MAGIC WB EXTRAS

These contain icons, backdrops, drawers, tools manager brushes and docks and much much more!

Magic WB Extras volume 1	[2 Disks]
Magic WB Extras volume 2	[2 Disks]
Magic WB Extras volume 3	[2 Disks]
Magic WB Extras volume 4	[2 Disks]
Magic WB Extras volume 5	[2 Disks]
Magic WB Extras volume 6	[2 Disks]
Magic WB Extras volume 7	[2 Disks]
Magic WB Extras volume 8	[2 Disks]
Magic WB Extras volume 9	[2 Disks]
Magic WB Extras volume 10	[2 Disks]
Magic WB Extras volume 11	[2 Disks]
Magic WB Extras volume 12	[2 Disks]
Magic WB Extras volume 13	[2 Disks]

Buy all 13 volumes for £23.99 or each volume at £1.98

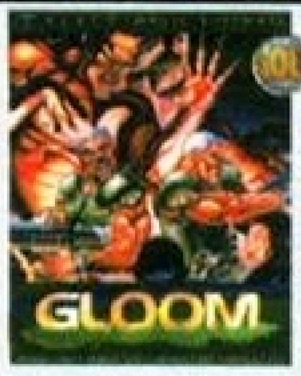
LATEST CARDS

KL099 Premier League '95 Cards
KL100 Females Cards
KL103 Dreams Cards
KL104 Dreams II Cards
KL105 VT Chicks Cards 18+
KL106 Erika Eleniak Cards
KL107 Wild Life Cards
KL108 Album Covers Cards
KL109 Wild Life II Cards
KL110 Landscapes Cards
KL112 Pleasure Cards 18+
KL113 Starkers Cards
KL114 Everton Winners Cards
KL115 NFA Mask Cards
KL116 Marine Fish Cards
KL117 Birds 1 Cards
KL118 Birds 2 Cards
KL119 Pinnocio Cards
KL120 True Lies Cards
KL121 Airbrush Cards
KL122 Harley Davidson Cards
KL123 Boris Hajime 2 Cards
KL124 Star Wars Galaxy Cards
KL125 Renders Cards
KL126 Busen Cards 18+
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KL128 Pulp Fiction Cards
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KL132 Flintstones the Movie Cards
KL133 Gremlins Cards
KL134 Stargate Cards
KL135 Arnie Cards
KL136 Modern Life Cards
KL137 Time Cop Cards
KL138 Speccy 1 Cards
KL139 Speccy 2 Cards
KL140 Jap Anim Cards
KL141 Toonies Cards
KL142 Bikini Babes 1 Cards
KL143 Manga Maniax 2 Cards
KL144 Imagine Cards
KL145 Bill Graham Cards
KL146 World Atlas Cards
KL147 Aviation Cards
KL148 Scenic Cards
KL149 Lion King 2 Cards
KL150 Wildlife 2 Cards
KL151 X-Files Cards
KL152 X-Files 2 Cards
KL153 Guardian Cards
KL154 Lion King III Cards
KL155 M.G. Cars Cards
KL155 Safari Cards
KL156 Buildings Cards
KL157 Big Cats Cards
KL158 Killer Instinct Cards
KL159 The Sky Cards
KL160 Dogs Cards
KL161 Places Cards
KL162 Danii & Kylie Cards
KL163 Deep Space 9 Cards
KL164 Misc Art Cards
KL165 Texture Cards
KL166 Fish Cards
KL167 Batman 3 Cards
KL168 Voyager Cards

F1 LICENCEWARE

F1-14 TOTS TIME £3.99 ideal for younger users
F1-31 POWERBASE v3.3 £3.99 database
F1-33 POWER PLANNER £3.99 personal organiser
F1-41 GRAND PRIX MANAGER £3.99 run your own grand prix racing team. 1994 season. Recommended.
F1-50 GUIDE TO AMOS v2 £4.99 absolute beginners guide to Amos. Superb guide to help you understand!
F1-56 GIDDY 2 £3.99 Sequel to Giddy.
F1-62 JUNIOR ARTIST £3.99 Learn how to draw
F1-67 BUBBLE TRUBBLE £4.99
F1-68 AQUANAUTA £3.99 superb game. Get this!
F1-74 AMIGA ASSIST £3.99 beginners guide
F1-76 OBSTICKLE £3.99 superb platform romp!
F1-81 AQUAKON AGA £5.99 A little like Doom on water.
F1-83 IMAGE COMPRESSOR £3.99 for AMOS coders
F1-84 WORD PLUS+ PRO v1.3 £4.99 Want to know a word - get this! Used to sell for £14.95!
F1-86 LEGIONS OF DAWN £4.99 Sci-Fi Dungeon Master type game. Choice of several characters and loads of weapons.
F1-87 LEGIONS OF DAWN £4.99 hard drive version
F1-102 AURIGA £4.99 very decent Strider clone

GLOOM



Gloom is an Amiga Doom-clone that satisfies all expectations. A 1 or 2-player shoot-em-up, with the option of connecting two Amiga's through the null modem cable. The first 'real' Doom game this offers an atmospheric and frightening arena full of different enemies with all the guts and gore you can imagine. Rated 91% in Amiga Format - "smashing". Get this before stocks run out!

A1200 £22.99
CD32 £22.99
[2MB+][HD INSTALL]

Have you been Gloomed?

Fears 2 out late August, same prices as for Gloom. Look out for extra levels for both games out in the next few months!

GRAC v1.10

F1 LICENCEWARE

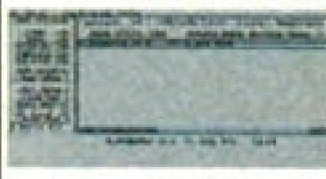


Do you admire the commercial games cush as Monkey Island and other adventure games and wish you could program your own version? With the Graphic Adventure Creature v1.10 you can easily make a point and click adventure game like Relics of Deldroneye. This version fixes bugs in v1 and comes with an extensive manual for your reference. Get this now!

£6.99

BLACKBOARD 4

F1 LICENCEWARE



Part of the new F1 GOLD range this excellent image processor now comes with an extensive fully featured ring bound manual. The new version contains an online help routine, new file formats, new edit facilities, rotate pictures to any angle in 3D, new buffer routines with upto 99 pictures in RAM, new extensive preference links, thumbnail images, mash functions and new GUI frontend!

£8.99

INTRO TO DOS 2

F1 LICENCEWARE

WOW! Version 2 of the superb guide and introduction to Workbench and Amiga DOS. Version one obtained superb grades in a number of magazines - eg 90% in AUI and 92% in Amiga Shopper. Do you want to learn how to use your Amiga? This has twice as much information as the first version, with examples pictures. The easiest way to learn about DOS commands, the CLI or about Workbench.

£6.99

MAGIC PAINT BOX

F1 LICENCEWARE

Magic Paint Box is a superb new paint program for all ages. Mainly aimed at children under 8 years of age this is suitable for parents to easily demonstrate to their children its simplicity yet powerful features. Excellent front end, 84 different painting tools and the ability to print full colour pictures direct from the program to any colour printer. Over 80 different paint functibns! Comes with full reference manual.

£6.99

CD-ROM SOFTWARE

KLONDIKE GOLD

Have you entered the race to collect Klondike cards before your friends? Even the Amiga 'scene' has gone Klondike mad! This CD should contain over 250 cards (our aim is for over 275 with many exclusive cards constructed by scene members) all ready-to-run and in LHA format (for BBS and HD use). All categorised into sections all your favourites are here and many more. Also includes Klondike III, Card Games Deluxe, Cardz and tools such as DIY Reko, REKO GIO for Photogenics, REKO datatype etc. This CD is ideal for a collector, someone interested in buying Klondike or any card fan. Superb!

DUE OUT LATE SEPTEMBER £9.99

F1 LICENCEWARE

volume one - F1-01 to F1-100

This CD contains the complete collection of F1 Licenceware titles from F1-001 to F1-100. Over 100 titles or more than 200 disks! This CD is worth well over £500, if the disks were bought separately. There is something for everyone on the CD - games, utilities, tools, professional clipart and music, beginners guides, educational programs and much more. Choose from the award winning Blackboard v3 to Junior Artist or from Tots Time to GRAC (the best ever selling F1 title with 100's of copies sold so far). You can blast some aliens with Aquanaut, learn about AMOS through theGuide to Amos, teach your kids how to draw with Junior Artist, make a adventure game with GRAC or use some of the professional music for your games. With a very easy to use AmigaGuide© interface with many of the programs running straight from the CD. __All programmers receive a royalty for every CD sold.__

£32.99

COMMERCIAL SOFTWARE - NOT PD!

F1 LICENCEWARE

PHANTASMAGORIA

pro backgrounds and textures

Textures and backgrounds for video, ray-tracing and image work for the last five years. Their entire collection, consisting of 500+ 24Bit backgrounds and textures, is present on this CD-ROM. There are the very high quality 24Bit JPEG files for video, graphics and multimedia work and Targa's for PC raytracing. No wasted space on this CD-ROM! For instance, no multi-graphics files such as SCI, PCX or even more obscure formats that are found on other texture CD's. A superb and complete collection for Pro's and Amateurs.

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Choose the CDs you want to order, add 75p to the complete cost to cover postage and packing. Then send your cheque or postal order to the address on the other page. You can also pay by credit/debit card.

INFORMATION

As you can see from the advert we are working with F1 Licenceware to produce their CD-Rom. We also have a range of other co-operation CDs in the pipeline. If you have an idea for a CD then contact us as soon as possible.

MULTIMEDIA TOOLKIT II

1000's of clipart, fonts, samples, modules and midi files. Many, many tools and utilities to improve your multimedia presentations. All the items run straight from the CD. Octamed 5.04, the full version, is included (with Aura support), support files from many Octamed experts. Over 50MBs of Midicraft midi files, samples and modules (Midicraft are professional musicians working with the Amiga to create their music). 200 MBs of Imagine and Lightwave objects. If you are a Multimedia fan then you should not miss release volume 2.

£22.99

AGA EXPERIENCE vol. 1

NFA, famous for their Bodyshop series and Word disk magazine, present their first CD for the Amiga. This contains AGA PD from the last 3 years of which 90% will run straight from the CD! Contains the best WB3+ utilities and creative software, the greatest AGA games, high quality AGA slideshows, the most outstanding AGA demos, entertaining and informative disk magazines and the best of the rest. NFA have also compiled loads of exclusive wares for the CD: slideshows, Klondike cards and more. All this and contained in superb Magic Workbench icons makes the CD an absolute pleasure to use!

DUE OUT SEPTEMBER 1ST £19.99

ASSASSINS 2

In the follow up to Assassins Games vol.1, this CD contains 600 new games for all Amiga CD users. It contains a excellent interface which means that 99% of the games run straight from the CD, even on a CD32. If you want the best and the latest games then look no further!

£18.99

AMOS vol.2

This is an update to the first AMOS CD - the official library disks upto 638, general Amos PD over 200 disks. Also includes, ready to run, 1600 source files, 100 sprite banks, 260 Ctext banks, 800 samples, music banks, several Amos and Amos Pro extensions. An absolute essential CD for any Amos programmer.

£18.99

FRESH FONTS

Volume 1 contains 626 MBs of fonts, Deco (71 fonts), Non-Latin (31), Pictures (17), Serif (23), Sans Serif (31), Script (27). Volume 2 contains 632 MBs of fonts. Deco (63 families), Sans Serif (29), Script (36), Thienen (19) and more!

VOLUME 1 £14.99 — **VOLUME 2** £16.99

LIGHT ROM

Vol 1 contains 3D objects, many example images, image sequences, scene files, surface attributes, bump maps and textures. Light Rom volume 2 contains 100% Lightwave/Toaster material with over 300MB of data that didn't appear on vol.1.

VOLUME 1 £29.99 — **VOLUME 2** £34.99

ZOOM

Since the reviews in recent Amiga magazines we have taken all the minor criticisms and improved the interface to be the most easy to use CD interface on any CD. Coded by the author of the great Deadlock disk magazine - just point, read about the disk and click to extract. Superb and very easy to use. The contents have also been updated so you get all the latest PD until early September 1995 and loads more as listed opposite. Comes with an on-line help routine, multitasking search routine and hotkeys function. If you want the latest or greatest PD software then look here! The CD contains well over 1000 disks, over 600MB's of data or 1.2 GIG's of public domain.

Superb value CD-Rom at only £19.99 **NEW!**

Available to existing owners at £6.99 - call!

NEW - UPDATED VERSION

- **New Search Routine** — the multi-tasking search/find will seek file names or number
- **New 'Hot-Keys' Function** — just press 'S' for search or 'E' for extract, 'Help" for help!
- **New Separate List Buttons** — click a button for "Utilities" or "Demos" etc etc
- **Over 125 New Disks** — updated PD from June 1st to early September 1995
- **Restyled, Remastered** — new help and information guide, restyled artwork! Superb!

- **The latest PD from December '94 to September '95 : Utils, games, demos, slideshows, education, disk mags and more!** *- including most of this advert and loads of great PD software*
- **NEW! 100 Klondike/Card Games Deluxe Cardsets**
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This is a PD Soft collection of their PD library during 1994. Games, demos, utilities, animations, slideshows, diskmags, pictures, samples, music modules and much more. Limited stocks left so get this CD at this low price while you still can.

BARGAIN! £7.99

THE COLOUR LIBRARY

From a graphics company in Basildon, this compact disc contains all things colour. Essentially 1700 colour files with categories such as Animals, Bikes, Boats, Buildings, Cars, Cartoons, Cats, Computers, Dinosaurs, Dogs, Fantasy, Fish, Flags, Flowers, Food, Helicopters, Houses, Inserts, Maps, Medical, Military, Misc, Painting, Photo, Places, Planes, Raytrace, Scenic, Sci-Fi, Sea, Space, Sport, Star Trek, Swimsuit, Trains, Wars and Women. 100% colour!

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A superb 3D CD that contains many objects for Imagine, Lightwave and Real 3D for the Amiga and PC computers. One exclusive aspect for this CD is the 24Bit Club's objects/images for Lightwave. You'll only find them on here! Also attribute files, tutorials, utilities.

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This is a multi-format CD that contains data in IFF and PCX format for Amiga and PC users. Includes categories such as animals, boys, cultural, floral and natural, girls, holiday, literal, mythological, scenery, transportation and work images. For Amiga/PC computers.

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TEN ON TEN PACK

An Almathera collection, reviewed in this months magazine consisting of ten CDs. They are: Team Yankee, Pandora's CD, World Vista Atlas, Illustrated Shakespeare, CDPD1, CDPD2, Demo 1, Comms and Networking, Fonts & Clipart and Photo Library CD.

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ADULT SENSATIONS

This CD is for adults only, it contains soft porn material no worse than the Sun newspaper. If this material offends you in any way please refrain from purchasing the CD. Proof of age (18+ only) needed when buying this CD. No proof = no CD.

__We do not condone or supply hard core material__

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£7.99

There are some rare gems to be found in the treasure trove that is Public Domain. There are also plenty of rusty old nails. Steve McGill leads us on a journey through his latest discoveries...

PD Select

If ever there was a time when the technical prowess, enthusiasm, and flair of the Amiga demo crews was needed, it is now. With Amiga Technologies eager to sign up new talent and take the Amiga in new directions and into different markets, there exists a vacuum desperately needing filled.

That the demo crews are capable of filling this gap is beyond question. Even within the limitations of a bog-standard vanilla A1200 they squeeze, cajole, and bully the memory and processor restrictions into producing astounding effects.

With that in mind, rather than stick to our ivory tower here at *Amiga Format*, we chose to scout around and take on board some of the talent who actually help in the creation and production of said demos.

Welcomes are extended to Hollywood of Axis. He's responsible for most of the music in the *Big Time Sensuality* demo and also co-edits one of the better scene disk magazines, *RAW*. The first three demo reviews on these pages are Hollywood's responsibility. We hope you like them.



PLANET M: Prolific use of strong images and reliance on a funky soundtrack create an entertaining demo.



PLANET M

DEMO

By ________ *Melon Dezign*
Ware ________ *Freeware*
PD House ________ *All good ones*
No of disks ________ *One*
Price ________ *Ask PD house*

Planet M won first place at the SIH demo conference in Holland. It is available from the Internet at (ftp) i41s20.ira.uka.de pub/SiH95/mln-pm.dms).

It's difficult to know what to look for in a demo. Should it make you gasp in awe, raise your eyebrows quizzically, or simply make you laugh?

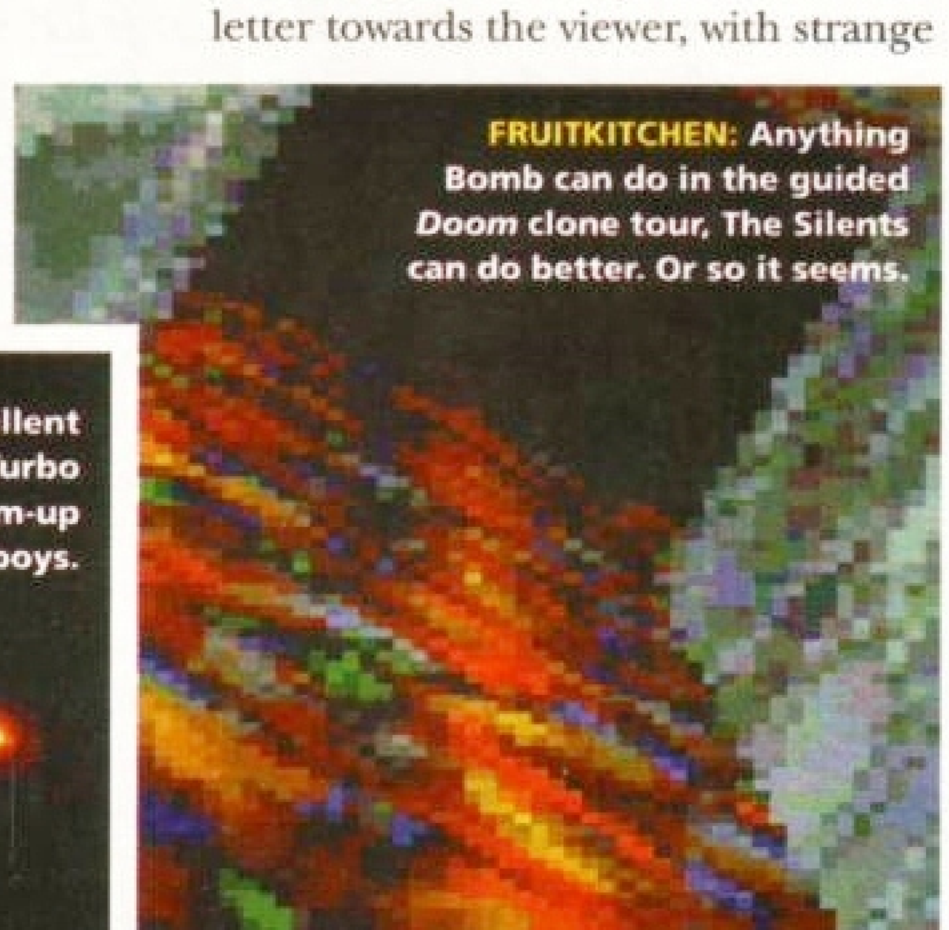
Melon Dezign's new demo does all three, combining their legendary stylishness with a rough but fluid approach that makes the production one of the best seen this year. Designed by Nam/Alex/Groo, the team behind the inspired video-in-your-Amiga, *Mina Omistan*, *Planet M* uses clever digitised images and chunky, stylised pictures and backgrounds to create something that's genuinely entertaining.

It's not so much the number-crunching power of the effects in the demo, more the way they're put it together that's impressive. For example, the sequence with the Melon logo distorting each individual letter towards the viewer, with strange plasmatic pulses in the background. Strangely, the demo is even a little sensual, especially regarding the subject the group decided to map their famous black and white logo on to this time.

The music is excellent, with dreamy, smooth intro music, and some funky robotic speech in the tranced-up main tune. Above all, this demo is fun. Take a trip to *Planet M* right now, you won't regret it.



PLANET M: This eye represents one of the best uses of digitised video yet seen. It pulsates in such a lifelike manner.



FRUITKITCHEN: Anything Bomb can do in the guided *Doom* clone tour, The Silents can do better. Or so it seems.



FRUITKITCHEN: Excellent engine for a Turbo Esprit style drive-em-up here. Go for it boys.

FRUITKITCHEN (AGA)

DEMO

By ________ *The Silents*
Ware ________ *Freeware*
PD House ________ *All good ones*
No of disks ________ *Two*
Price ________ *Ask PD House*

Fruitkitchen is also available from the Internet at (ftp) i41s20.ira.uka.de pub/Assembly95/a95-sile.lha).

An earlier incarnation of The Silents evolved into Digital Illusions – the game designers responsible for the *Pinball Illusions* trilogy. No longer part of the demo group, The Silents reputation now rests on the shoulders of some industrious Danes who, judging by this new production, are carrying the torch well.

Fruitkitchen is the follow up to *Soulkitchen*, reviewed in *AF73*. *Soulkitchen* distinguished itself with a phenomenal soundtrack by Scortia and some clever effects. *Fruitkitchen* contains a slightly disappointing (but

Continued overleaf ➡



FRUITKITCHEN: Here's an effect. Did you see it?

PD Selection of the month

ARTCORE SLIDES

SLIDESHOW

By ________ *Scoopex*
Ware ________ *Freeware*
PD House ________ *17Bit Software*
No of disks ________ *One*
Price ________ *£1 plus 50p p&p*

It might seem that we're overdosing on slideshows, but when you see the diversity and novelty value of the pictures covered within the disks reviewed, you'll understand why.

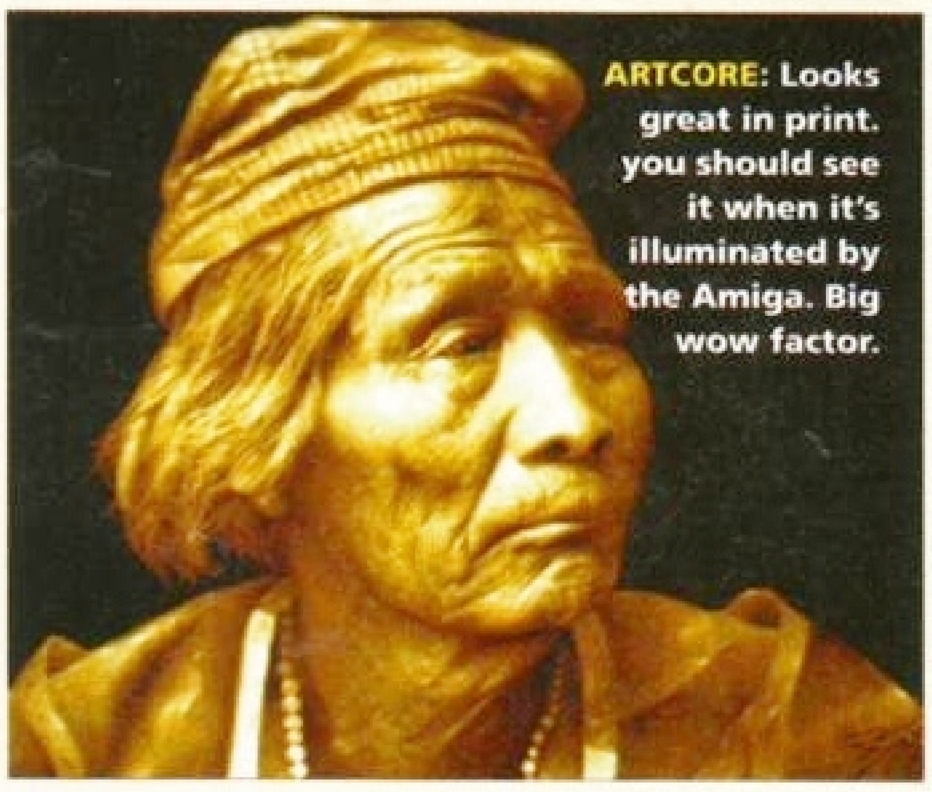
Artcore presents the user with a novel, verging on impressively stupid, selection method for each of the slideshow's pictures; you travel through a *Doom*-style corridor complete with animated fans on the wall and select the pictures from there.

Many of them are archetypal muscle-bound, scantily-clad fantasy figures, but one portrait in particular stands out head and shoulders above the rest – that of an old, wizened Native American. Despite the monochrome hue, he looks so realistic you can almost smell him.

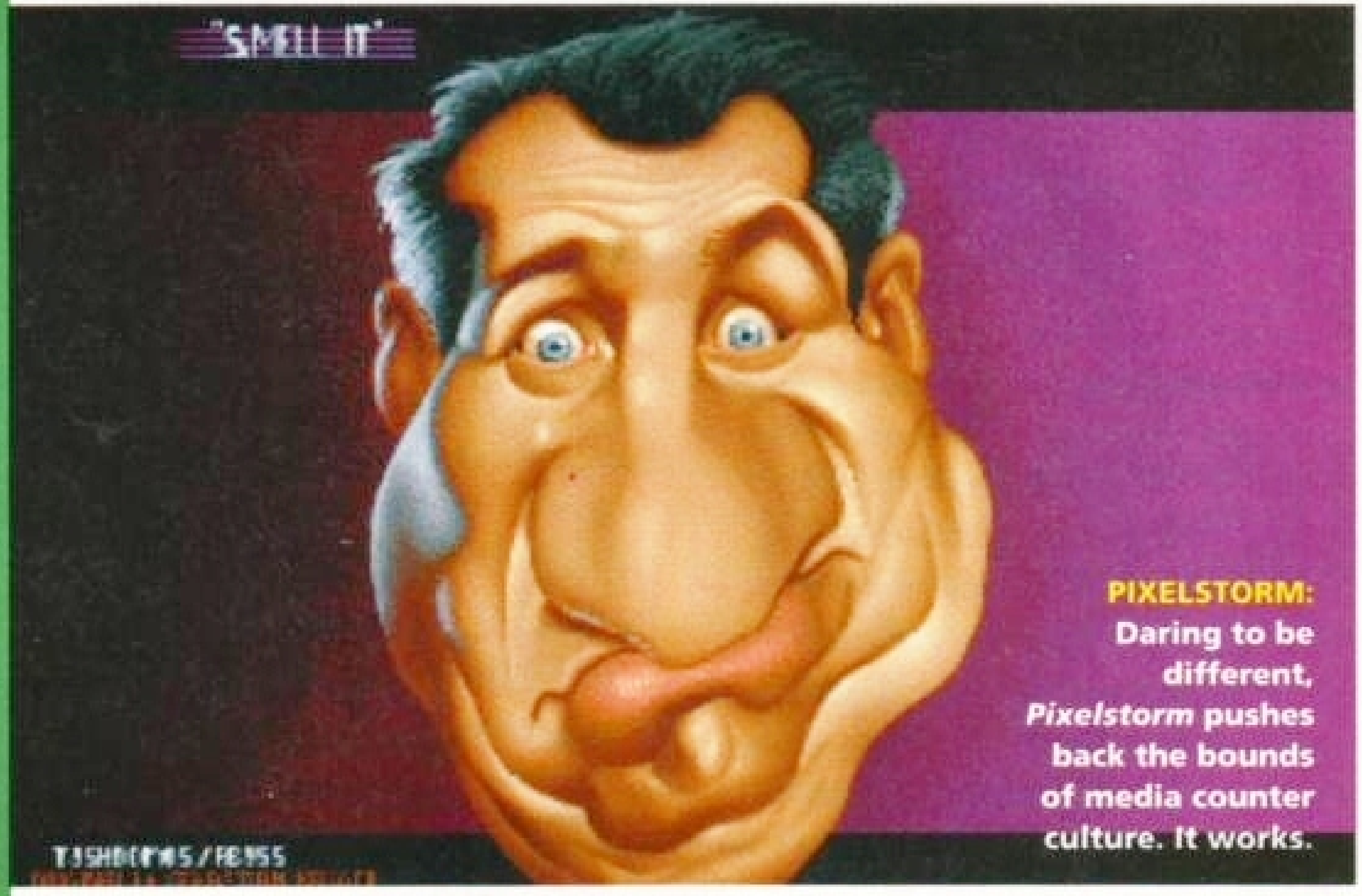
If you find that searching through the corridors is a bit of bind, the option is always there to run everything from the auto-slide mode. Although doing so means that you will miss out on the hidden area inside the dungeon. Recommended.



ARTCORE: The quality of pictures in this month's demo slideshows are testament to the sheer talent in the Amiga scene.



ARTCORE: Looks great in print. you should see it when it's illuminated by the Amiga. Big wow factor.



PIXELSTORM: Daring to be different, *Pixelstorm* pushes back the bounds of media counter culture. It works.



PIXELSTORM: "It's not like I'm Jesus," said Michael, "but the kids do look up to me."

still good) soundtrack, along with some original vector routines.

However, this release still ends up being a bit directionless. It's not that being conventional is necessarily damning for a demo, but people tend to get bored with the "here's an effect", "here's another one", "here's another!" slapdash school of design. *Fruitkitchen* is guilty of this.

On the plus side, there's an excellent *Doom*-style routine, with some nice camera work; you seem to shimmy round corners and at one point even somersault 360 degrees. There's also an extremely clever effect involving the glare from streetlights on a vector road. Not an all-time great, *Fruitkitchen* is still worth checking out.

PIXELSTORM (AGA)

DEMO

By ________ *Abyss*
Ware ________ *Freeware*
PD House ________ *All good ones*
No of disks ________ *One*
Price ________ *Ask PD house*

Pixelstorm is also available from the Internet at (ftp) i41s20.ira.uka.de pub/Assembly95/a95-pixe.lha)

This AGA slideshow from the excellent German group dares to be different, and succeeds in being refreshingly alternative in its choice of the 10 greatest mouse-drawn pictures, by Toxic and Tyshdomos. Demo 'scene' artists often seem obsessed with dragons, semi-nude women and giant robots, but this release shows that caricature can look just as good when drawn freehand on the Amiga.

Full marks to Tyshdomos, one of the most promising artists seen on the Amiga for a long time, for properly crediting which pictures were copied/inspired by other artists and which are complete originals. Despite the controversy about this subject, it's always worth remembering that every pixel has still been drawn by the artist in *Deluxe Paint* or whatever. You need talent to do that.

Check out Tyshdomos' Michael Jackson caricature for an example of the great, humorous artwork Abyss are capable of creating. Toxic's pictures are also excellent, being anything from cleverly exaggerated to immorally cartoony.

Most people will probably stick to demos combining both suave pictures and sophisticated effects. But if they want a slideshow that isn't simply dragons dragons dragons or digitised pictures of their (least) favourite sci-fi show, they'd do well to get hold of this.

Funky soundtrack, too.

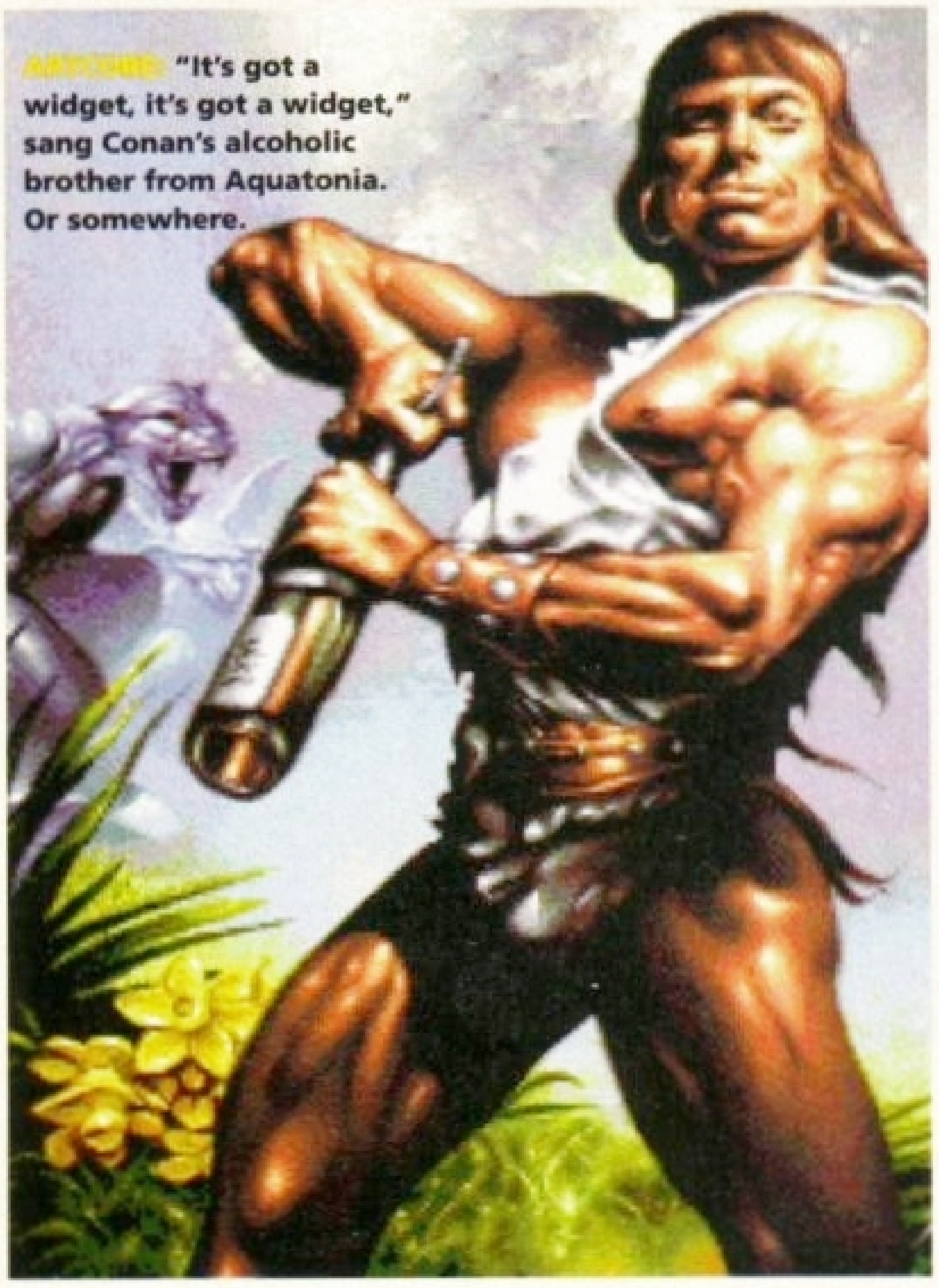
ROSWELL SLIDESHOW

SLIDESHOW

By ________ *Edd Walters and Roswell*
Ware ________ *Freeware*
PD House ________ *Online PD*
No of disks ________ *Two*
Price ________ *75p per disk plus 50p p&p*

At the approach to the end of any century, it is the historically traditional custom of the sad, the sadly deluded, and the clinically insane to rise up and indulge their paranoid confusion and report sightings of extra terrestrials, unidentified flying objects, unusual occurrences and strange phenomena.

It's a well known maxim that if you repeat a lie often enough, you



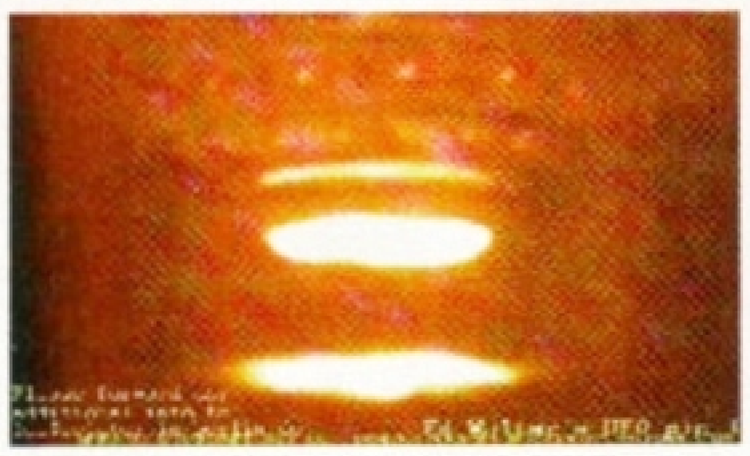
[illegible]: "It's got a widget, it's got a widget," sang Conan's alcoholic brother from Aquatonia. Or somewhere.



BATMAN RETURNS: No, it's actually a subliminal advert for chocolate biscuits. Don't believe me? How about picking up a Penguin and having a break with a Kit Kat?



ROSWELL SLIDESHOW: These are genuine pics. Honest!



ROSWELL SLIDE SHOW: Extra terrestrials or a bathroom light? You decide.



ROSWELL SLIDESHOW: Luminous frisbees are brilliant for spooking people at barbecues and the like.

and other people will eventually come round to believing it wholesale. And that includes people who really should know better.

Take this slideshow as an example. All the pictures are reported as having been taken in New Mexico by Edd Walters (who he?) Just after that little gem of information, there is a statement of the photos authenticity; "Photos have been tested and proved NOT to be FAKE!"

Believers and anyone on the verge of believing will take this as a statement of fact when it is really just a statement of intent. What were these tests?. What constitutes a fake? What does the statement mean by 'proved'? Etc, etc.

Nevertheless, UFO spotting is sort of interesting, if only because it provides everyone with good reason to have a laugh at the believers and their bonkers theories; US Military hush ups, Top Secret Arms, American Government in league with the aliens, Christopher Walken is human, ad infinitum.

For anyone with any sort of interest in the subject, these two disks are well worth checking out. Good luck.

MARATHON

GAME

By _______________ *Peter De Boer*
Ware _______________ *Shareware*
PD House _______________ *Online PD*
No of disks _______________ *One*
Price _______________ *75p plus 50p p&p*

In *AF75* we looked at a game called *Carnage* that involved the player in a hide 'n' seek 'n' destroy mission against another player inside a relatively large maze.

There were two methods of playing *Carnage*, a split screen using one Amiga, or a serial link version requiring two Amigas and two monitors/TVs.

Marathon is incredibly similar to *Carnage*, in that the player is put in control of a tiny little animated sprite who has to seek out the other player's tiny little animated sprite and kill it.

Unlike *Carnage* though, with *Marathon* the player can commandeer vehicles, drive them around and run over his opponent.

This version, like all Shareware, is limited in scope with only one playing area available. Registree's can expect to obtain for their fee the most up to date version of *Marathon*, the keyfile, and when available, the *Marathon Editor*. Worth consideration.

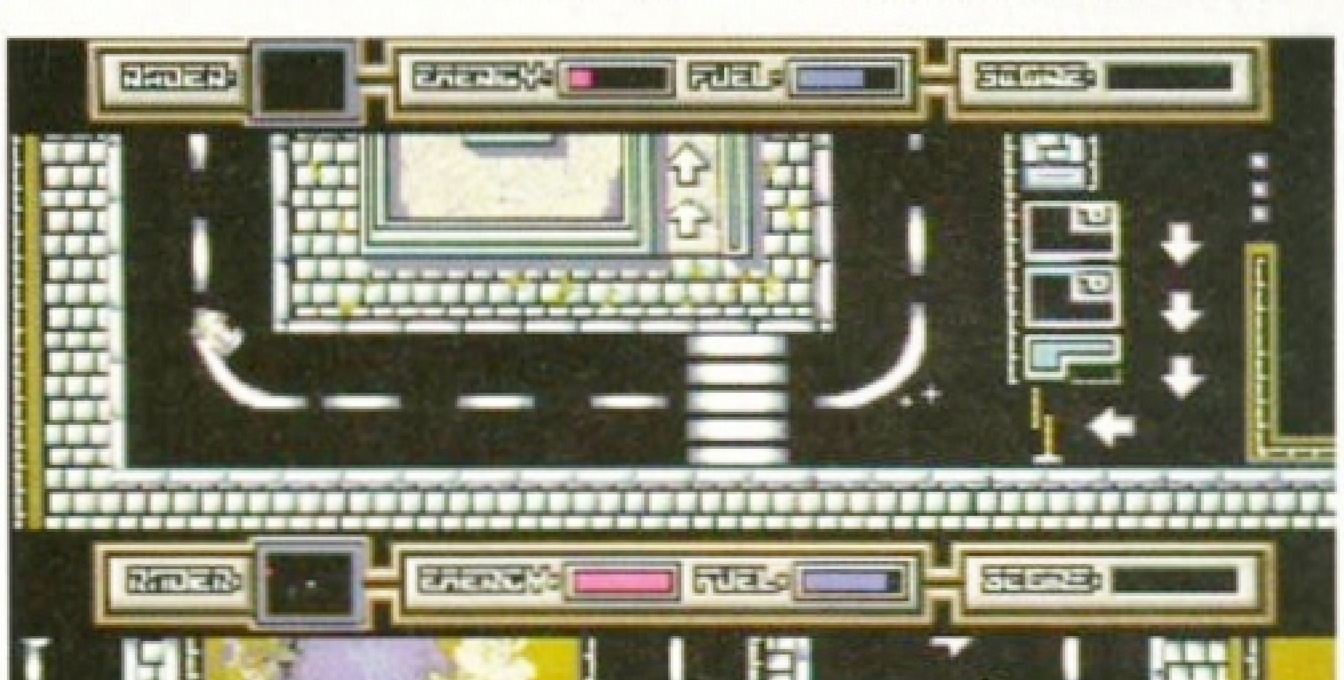
BATMAN RETURNS

DEMO

By _______________ *The True Darkside*
Ware _______________ *Freeware*
PD House _______________ *Mon PD*
No of disks _______________ *Two*
Price ___ *£1 per disk plus 50p p&p*

A strange mish mash of a demo this one. It starts off brilliantly with an overview of Gotham City complete with flare bursts from huge chimney stacks. Then, suddenly, a polygonal

Continued overleaf ➡



MARATHON: A profusion of two-player combat games abound in the Public Domain at the moment. And long may it continue.



BATMAN RETURNS: Some of the most atmospheric animation ever seen on an A500 is here.



BATMAN RETURNS: Remember kids, if you don't brush your teeth at least twice a day, you might end up looking like this.

flying craft of some kind zooms from behind the scene and straight towards the middle distance.

The scene cuts to a huge Gothic building overlooking the city replete with atmosphere and Batman himself looking all moody, menacing, and macho. His cloak flutters in the wind magnificently and then he jumps off of the building in synchronisation with a huge fork of lightning; this man's got class. Then the demo diversifies into standard demo fare; swirling tunnely dot routines, vector patterns, bouncing cubes with scaled and pixelised animations mapped on them etc.

Batman Returns verges on being interesting but ultimately fails. Would have been better if it had stuck to the Batman animations.

TRAP 'EM

GAME

By	*Paul Clarke*
Ware	*Shareware*
PD House	*17Bit Software*
No of disks	*One*
Price	*£1 plus 50p p&p*

A true testament to the power of presentation in a game, *Trap 'em* has been written in *AMOS* and offers the player a more than engaging method of killing a few hours while having a lot of fun.

Trap 'em is a cute one-screen-at-a-time platformer that follows much in the mould of *Bubble Bobble* and *Super Methane Brothers.* The character the gamer controls is well animated, cartoonish and responsive. His task is simple; trap all of the creatures on screen, destroy them with a gun while they are trapped and then reach the exit within a set time limit.

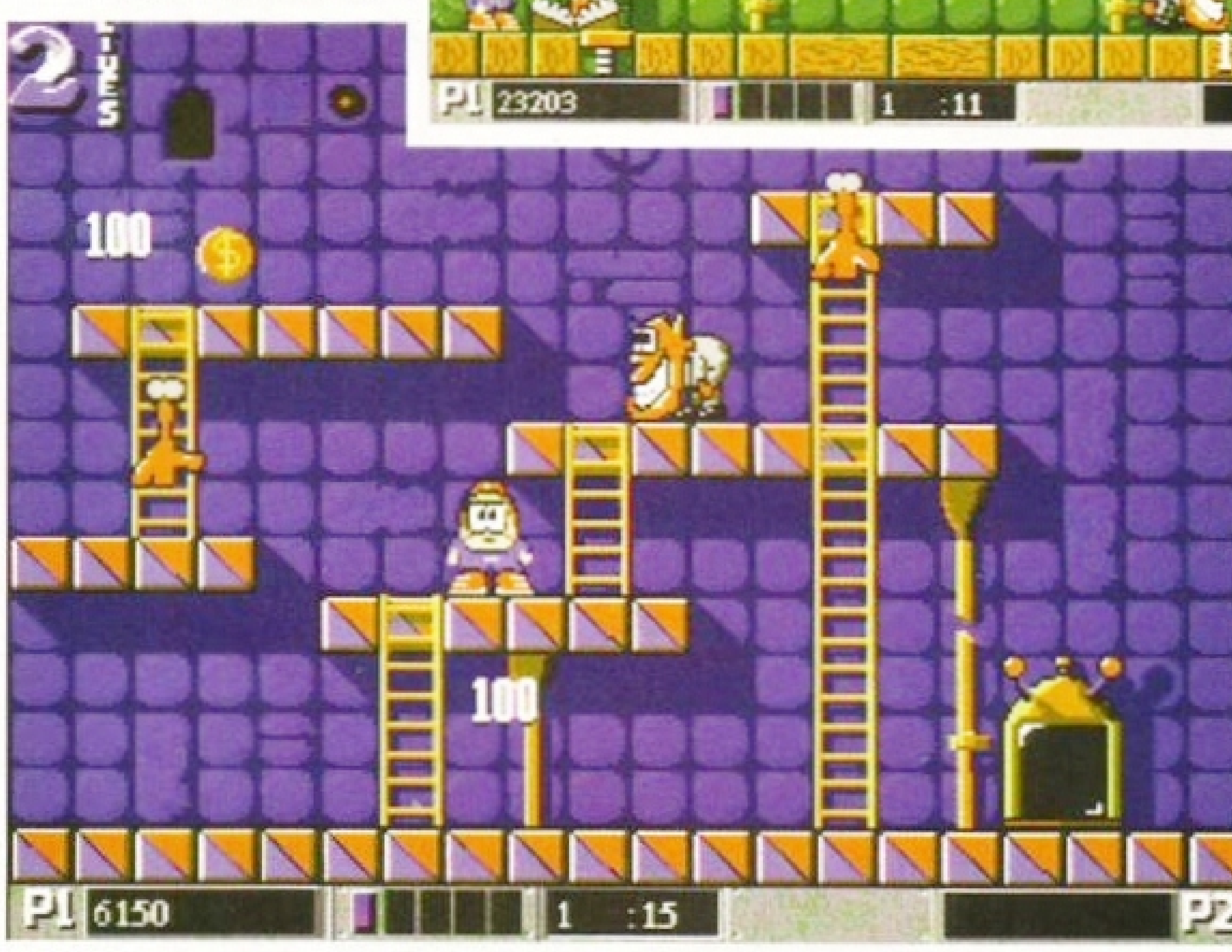
The initial levels introduce the basic premise of the gameplay simply and gently so that the gamer picks up the various subtleties of the creatures' behaviour. This helps train your response time for the more difficult levels that lie ahead.

All manner of power ups and bonuses also flit through the screens. If you earn enough money, you can buy bonus items such as speed ups, power traps, extra lives and extra gun power.

Trap 'em isn't going to set the world alight, but it is very entertaining and it challenges the gamer enough to earn the title of addictive with aplomb.



TRAP 'EM: In the vein of *Bubble Bobble* and *Super Methane Brothers, Trap 'em* is highly addictive fun.



TRAP 'EM: Not usually seen in the Public Domain, the central character in *Trap 'em* looks out of the screen in boredom if the player leaves him alone for a bit.

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Tel: 01704 834335

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Top 10 courtesy of:
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7 Stockheath Road, Leigh Park
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1) Master Blaster v2.1
2) Virus Workshop v5.1
3) Assassins Battleship
4) Diamond Caves v1.8
5) ShapeShifter v2.0
6) ZXAM Spectrum Emulator v2.0
7) DOpus 5.11 Patch
8) Star Trek (2 Disks)
9) The Child Murderer (3 Disks)
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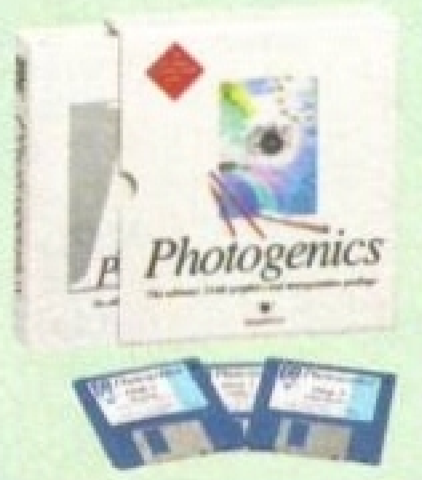
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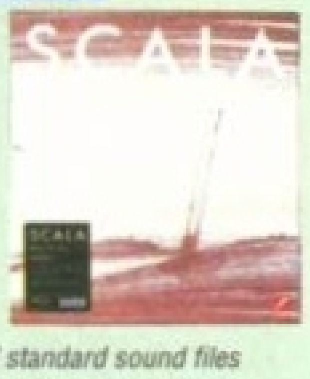


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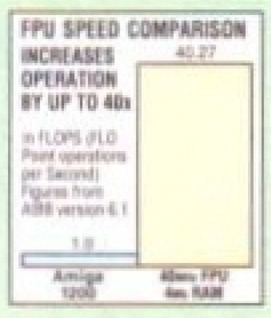
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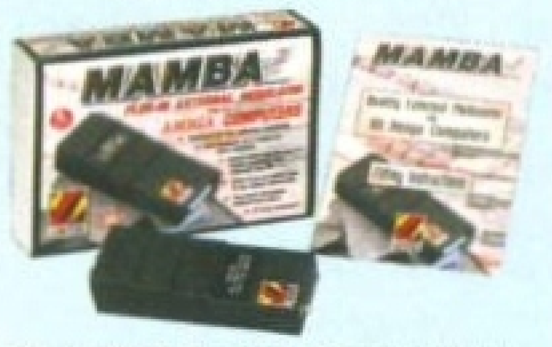
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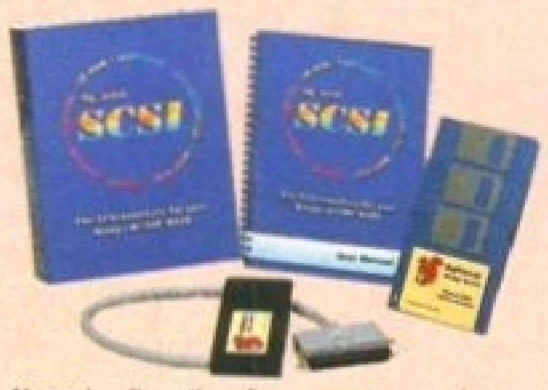


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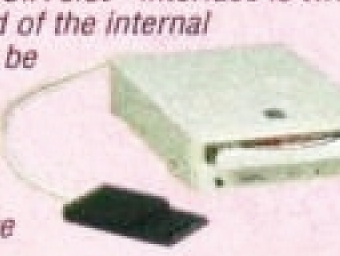


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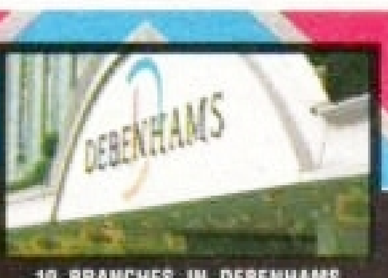
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SERIOUSLY AMIGA



It's all about speed and power again. The star of this month is the Falcon 040 accelerator for the A1200, which can make your machine out-perform a standard A4000......p92

AMIGA FORMAT



FEELING THE NEED FOR SPEED

If this month's 3D feature and the excellent *Real 3D* Coverdisk has whetted your appetite for all things three dimensional, you'll certainly appreciate the need for serious rendering power.

If you're an A1200 owner, then the Falcon 040 will make it run faster than you might have thought possible. We've also taken a sneak preview of the English conversion of Germany's favourite 3D program – *Maxon Cinema 4D*.

If flickering monitors are ruining your eyes, then you'll be relieved to see a review of the *ScanDoubler AGA* flicker-fixer. We've also got the finished version of *InfoNexus 2* and for CD-fans we've got the NEC six-speed CD-ROM drive, CD-Write and a selection of new CDs.

Graeme Sandiford

REVIEWS

Cinema 4D II

With an easy-to-use interface and some powerful features, *Cinema 4D* is a new 3D animation system about to hit the UK. Graeme Sandiford takes a peek.

A brand new 3D animation system is about to hit the UK for the first time. Germany's most popular 3D package, *Maxon Cinema 4D*, will soon be available from HiSoft for £199.99.

But what's so special about *Cinema 4D*? Basically, the same things as *LightWave* – an easy-to-use interface and some powerful features. *Cinema 4D* has an Intuition-based interface that can be opened up on to practically any screen, including Workbench, or a graphics card. Several toolbars are available for easy access to *Cinema 4D's* features. You can also choose from several viewing modes; either from above, the front, the side, a 3D angle or a combination of all of them (a quad-view).

One of the program's most unique features is its inverse-kinematics system. It can create realistic movements that are properly articulated. Normally, when you create a figure, such as a human, moving the limbs in a natural manner can be difficult because the connection you make between objects is a hierarchy.

Inverse-kinematics enables you to link objects at specific points. Once an object is moved or rotated any linked objects will also respond, but instead simply copying its movements they react in a similar way to how you would expect them to in the real world.



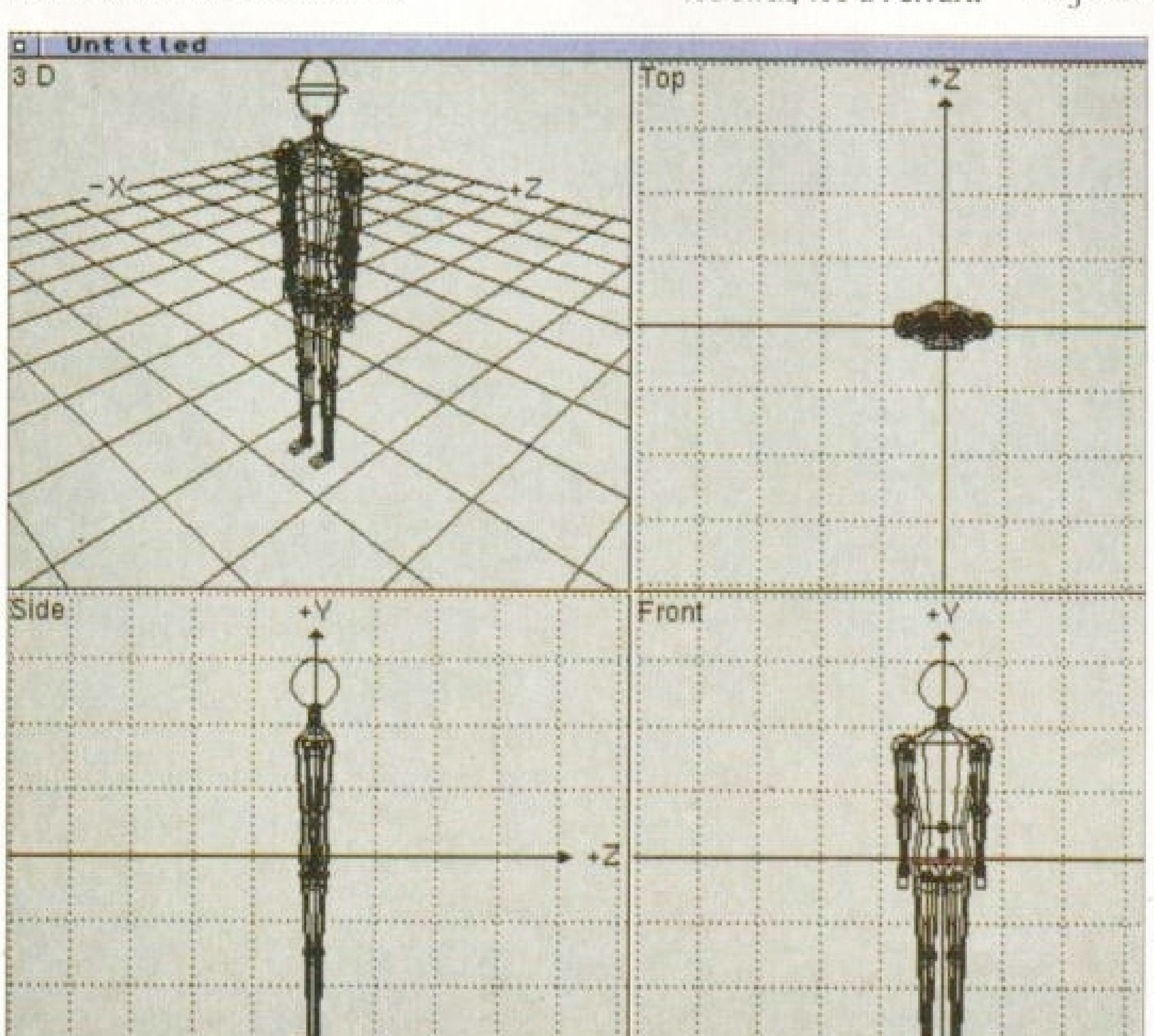
The stunning and colourful patterns in this render are created from just a few coloured pixels.



The glass in the carriage clock illustrates the attractive materials that can be created in *Cinema 4D*.

***Below left:* Here's *Cinema 4D's* highly configurable interface in action.**

***Below right:* It's red, it's slick, it's a Ferrari.**





Another unique feature is being able to edit an object's texture as if it were an object itself – just like in *Real 3D 3*. In the editor, while in edit mode, object texture or edit object texture axis mode, textures appear to have spheres, tubes or planes depending on which texture mode you have applied to that object. You can then interactively rotate, position and scale the texture.

Textures can also be mirrored, adjusted automatically to an object and positioned at an orthogonal angle to the viewer. This last is useful if you have a texture effect that has to be facing the camera all the time.

When it comes to models the program can load a variety of formats including *Imagine*, *Sculpt* and *DXF*. These can be converted using a special version of the German object convertor, *Castillian*. It also has extensive modelling tools of its own, including splines, morphing, Boolean operators and even a fractal landscape generator.

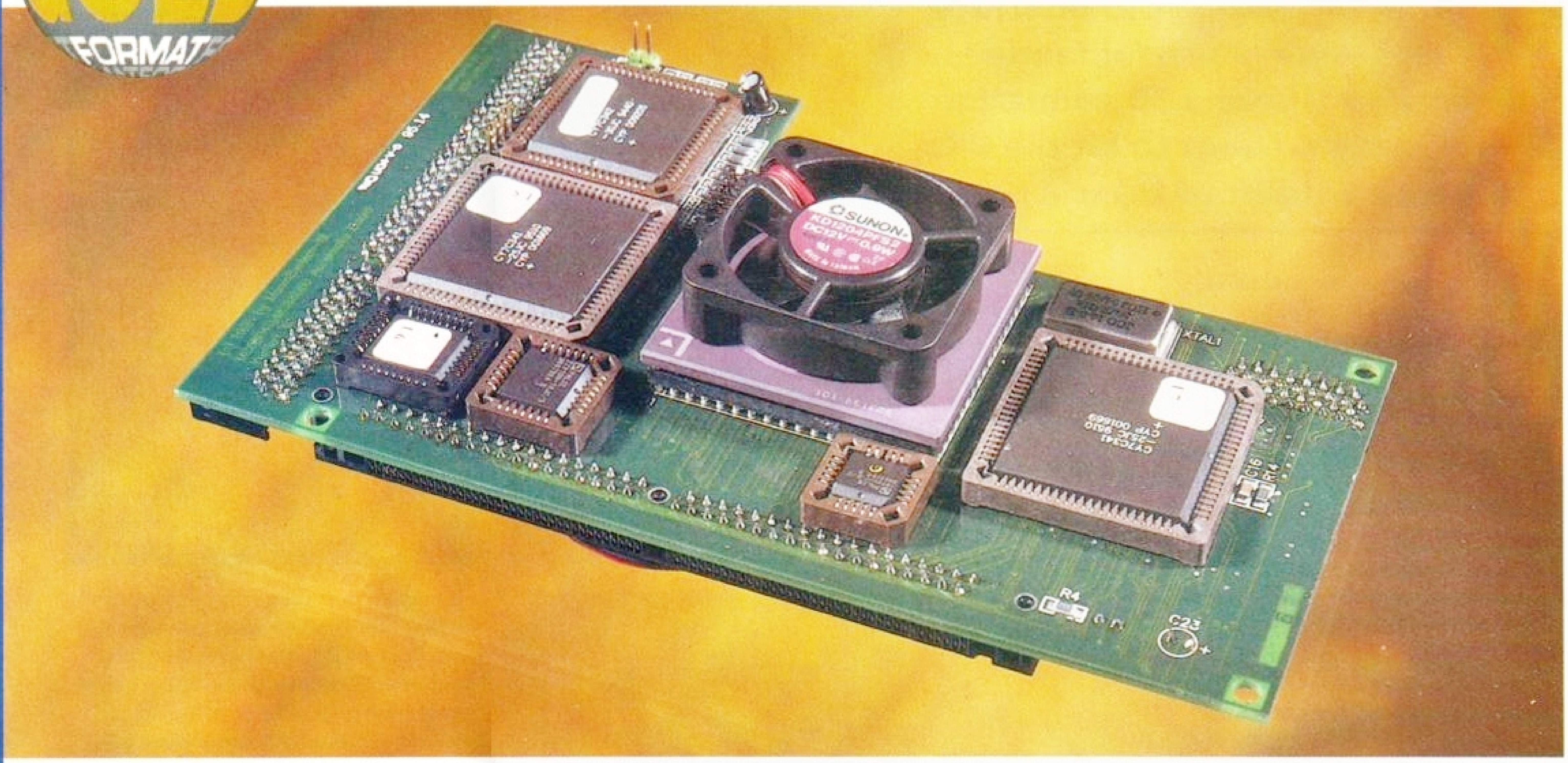
There are an impressive number of primitives, which you can add to by using the object library feature. *Cinema 4D* also has some special objects such as a figure that is complete with inverse-kinematics arranged, a Sun object, a text loader and an emboss object which creates an embossed relief from an IFF image.

In the animation department *Cinema 4D* uses a an intuitive key-framing system. Objects' movements can be recorded to key-frames from which the computer will create the frames necessary to fill in between each key-frame. With features like this and such a simple interface Maxon *Cinema 4D* looks set to take a huge bite out of the UK 3D market.

To find out more you can contact HiSoft on 01525 718181, download the demo version from CIX, or wait for the full *AF* review in the very near future.

AMIGA GOLD FORMAT

Falcon 040



Graeme Sandiford couldn't wait to get his hands on this new accelerator board for an A1200.

The single most powerful driving force in the computer industry is the need to upgrade. It is this factor that motivates millions of people around the world to fork out vast sums of money so that their machines can be made better and, perhaps more importantly, faster. Every single serious A1200-owner will be drooling at the photograph on this page. This piece of hardware, the Falcon 040 accelerator, has the power to make your A1200 run faster than ever before.

The reason the Falcon accelerator is so fast is that it uses the same CPU as the top-of-the-line A4000 – a Motorola 68040. This is the chip which performs most of the calculations that the Amiga processes and the faster it goes the quicker your machine performs.

This board also features an FPU and MMU which help work out floating point calculations and remap areas of memory. So this board is of interest to most Amiga users, especially those involved in processor-intensive work such as ray-tracing, image processing and even displaying animations.

The Falcon 040 won't be of any real interest to games players because it's expensive to buy for just that purpose and there aren't that many games on the Amiga that will make good use of the extra processing power afforded by the board. Although both *Gloom* and *TFX* run like the proverbial clappers with the Falcon installed.

One of the most frustrating aspects of A1200 accelerator boards is that they rarely fit properly and usually require Herculean feats of strength to fit them. Because the 68040 is that much bigger than a 68020 or even a 68030, I had nightmares about how I would fit such a monstrously large board and even considered starting a weight-training course. Surprisingly, on arrival the board actually turned out be quite small and of very high build-quality. The manual claimed that it should fit exactly in to your trapdoor – and indeed it did, with scarcely molecule to spare of either side. However, the board is slightly thicker than average and, when in the only socket, the SIMM protrudes below the level of the trapdoor. To accommodate this and the forthcoming

BENCHMARK TESTS

Test	Result	Falcon 040	A600-NF	A1200-NF	A3000-25	A4000
IMath	5.48 secs	1.00	0.06	0.16	0.37	1.00
FMath	4.30 secs	1.04	0.06	0.11	0.28	1.00
Dhrystone	30459.91	0.99	0.05	0.10	0.29	1.00
Sieve	4.14 secs	1.52	0.09	0.31	0.65	1.00
EmuTest	25.24MHz	1.10	0.06	0.11	0.30	1.00
FTrace	28.89 secs	1.09	0.06	0.14	0.33	1.00
FMatrix	2.19 secs	1.28	0.09	0.20	0.47	1.00
Flops	0.1102	1.01	0.06	0.12	0.30	1.00
Sort	2.78 secs	1.10	0.05	0.14	0.37	1.00
Line	1426.35 lines/sec	1.02	0.53	0.92	0.58	1.00
Inst	6699595.43 instr/sec	1.45	0.10	0.17	0.54	1.00
BeachBall	39.53 secs	1.06	0.05	0.14	0.33	1.00

The results of the tests are variations on the speed of a standard A4000 040. In most of the tests the Falcon and the A4000 results were almost identical, but on one or two the Falcon has out-performed the A4000 by a large margin.

SCSI-2 interface, a small rectangular section has to cut away from the lid of the trapdoor. This took me some time and was quite fiddly, but fortunately, Power Computing are having some made.

Other than simply inserting the board there is not that much involved in installing it because it mainly auto-configures with only a few jumper adjustments needed if you want to upgrade to a 68060 processor later on.

You can also make sure that your 68040.library is installed as this will give you about a 10-15 per cent speed increase thanks to its 040-specific routines. After that the only reason you'll ever notice that the board is installed is because your machine performs most of its regular tasks preposterously fast.

Unfortunately, this may mean that you'll have some incompatibility problems with poorly-written programs and games, just as you would have with an A4000. But this is a small price to pay for the increase in performance and is largely a problem with older games.

So exactly how fast is it? If you want to go by textbook figures, SysInfo gave the Falcon a MIPS rating of 18.67. MIPS means Million Instructions Per Second and gives a reasonable idea how fast a computer can handle calculations.

The Falcon can handle approximately 18,670,000 instructions every second which means it's decidedly nippy. However, this figure is marginally lower than a standard A4000 040 which clocked a rating of 18.84 MIPS. But, you should bear in mind that this is simply a benchmark result that doesn't take normal operating circumstances into account.

AIBB is another benchmark program, which does take into account the Amiga's Operating System. AIBB gave a similar result from its Dhrystone test, which is similar to the speed test in SysInfo – an A4000 at 1.00 and the Falcon a fraction slower at 0.99. For more information on the results obtained by AIBB have a look at the benchmark results table.

To get a "real-life" idea how fast this board is compared with an A4000 and an A1200 with an 030 accelerator, we performed two practical tests with *Photogenics 1.2* and *LightWave 3.5*. The results and the details of the tests are in the relevant boxouts.

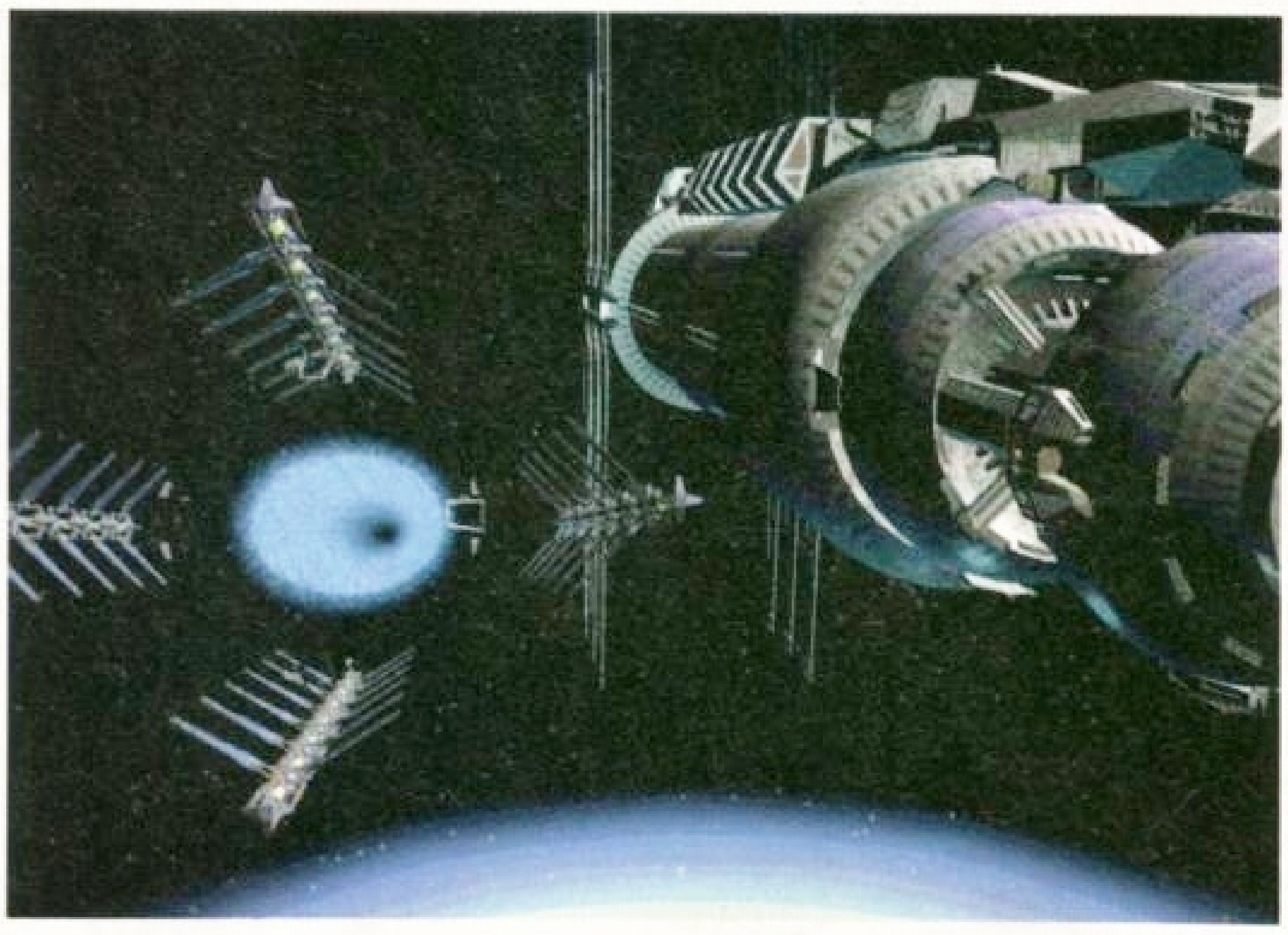
The Falcon can handle approx 18,670,000 instructions every second, which means it's decidedly nippy.

You also need to consider how efficiently an accelerator runs before buying it. A sure test of this is how hot it runs. The 68040 runs fairly hot normally, but the Falcon's CPU was actually quite cool – even when the board was left on constantly for three days it functioned properly without over-heating.

While the board's specifications are impressive, the question remains – is it good value? Well, considering that A4000s will cost over £2,000, you could buy a new A1200 (£400), a tower casing (£350) and Falcon (£500) and build an equivalent system with over £700 spare. As to how it measures up to other cards we'll have to wait until other boards go in to production – I can't wait to see the Blizzard 1260 go head-to-head with 060 version of the Falcon...

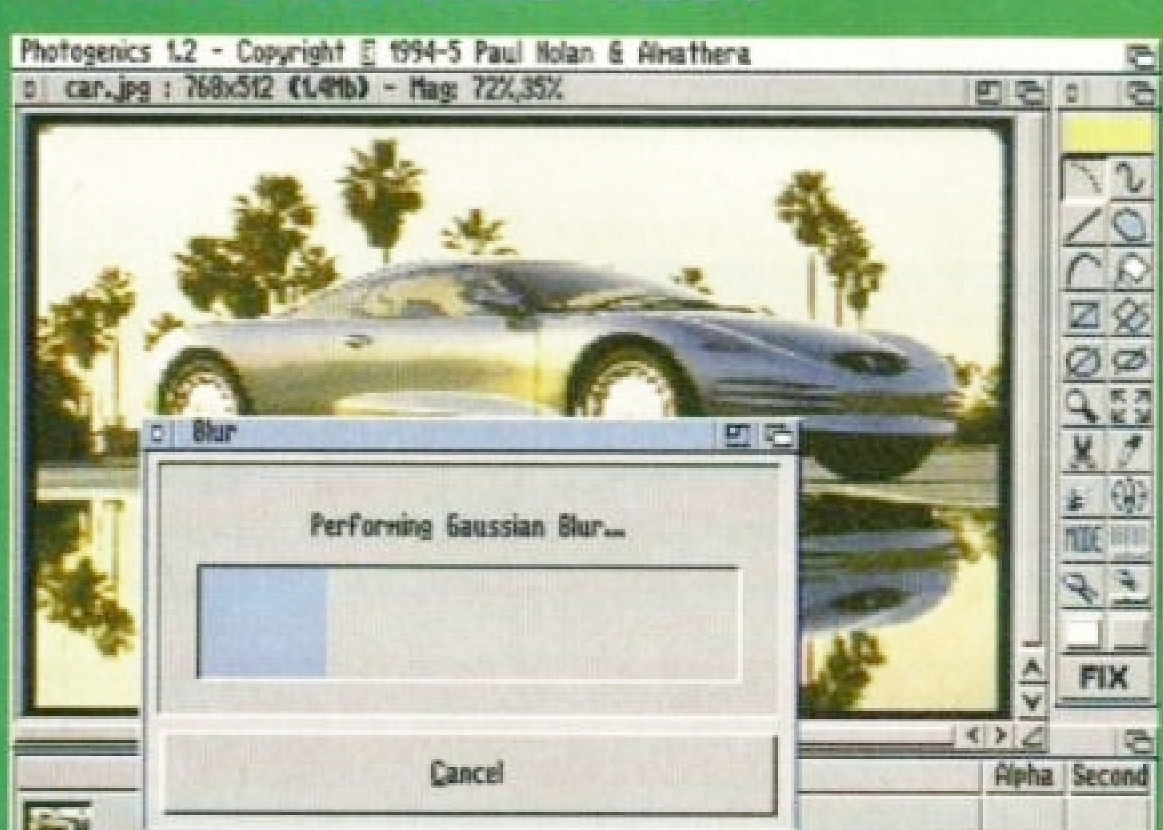
LIGHTWAVE 3.5 RENDERING TEST

The second of the practical tests we put the machines through was a real processor-pumping exercise involving the rendering of a very complicated scene in *LightWave*. The scene, rendered below, contains 25 objects, 119 surfaces, 34 lights, 14 images (used as texture maps) and a total of 52,029 polygons. The scene was rendered in D2 PAL mode medium resolution (640x480), with memory segmentation set to 1.1Mb (rendered in seven sections), low anti-aliasing and in realistic render mode. The results were quite revealing and a bit of a surprise. The A1230 Blizzard-equipped Amiga took over 15 minutes 8 seconds, which was actually pretty good going.



The A4000 clocked a time of 10 minutes 45 seconds, which is about the speed you might expect. However, the Falcon staged a bit of an upset by rendering the scene in 7 minutes 28 seconds – surprisingly faster than the A4000 which had been tying with it in most of the other tests except for one or two benchmarks. One of the most telling differences in the AIBB benchmark results was the instruction test (1.45) which appears to be a more accurate gauge than SysInfo's speed test which had the machines near identical.

PHOTOGENICS TEST



This test involves Almathera's *Photogenics 1.2*. Three machines were put through their paces; an A1200 fitted with a Blizzard 1230 III, a 50MHz processor and CPU; an A1200 with a Falcon 040; and an A4000 040. *Photogenics* was made to apply a Gaussian blur with a radius of six to a 768x512 image. The A4000 and Falcon's times were near identical with the A4000 finishing in 6 minutes and 37 seconds and the Falcon in 6 minutes and 39 seconds. The A1200 was last with a time of 10 minutes.

FALCON 040

DISTRIBUTOR
Power Computing 01234 273000

PRICE
£499.95 + RAM

SYSTEM REQUIREMENTS
A1200

SPEED ●●●●●
At the moment, nothing else even comes close to making your A1200 go this fast.

MANUAL ●●●
The manual is a little on the skimpy side, and unfortunately, slightly inaccurate in places.

ACCESSIBILITY ●●●●
The Falcon is as easy to install as any other A1200 board.

FEATURES ●●●●●
It effectively turns your A1200 into a A4000 and the 060 version will make it go even faster!

VALUE ●●●●
The board is quite expensive, but still makes more economic sense than buying an A4000.

"This board will take your A1200 to the limit."

90%

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APOLLO 1240/33/SCSI2 — Call For Details

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Superfast 68040 running at 33MHz, Built in 68882, MMU & Optional SCSI2 controller (3.5MB SEC). One 72 pin simm socket
Estimated speed (30 mips).
Available October for only..............................£399.99

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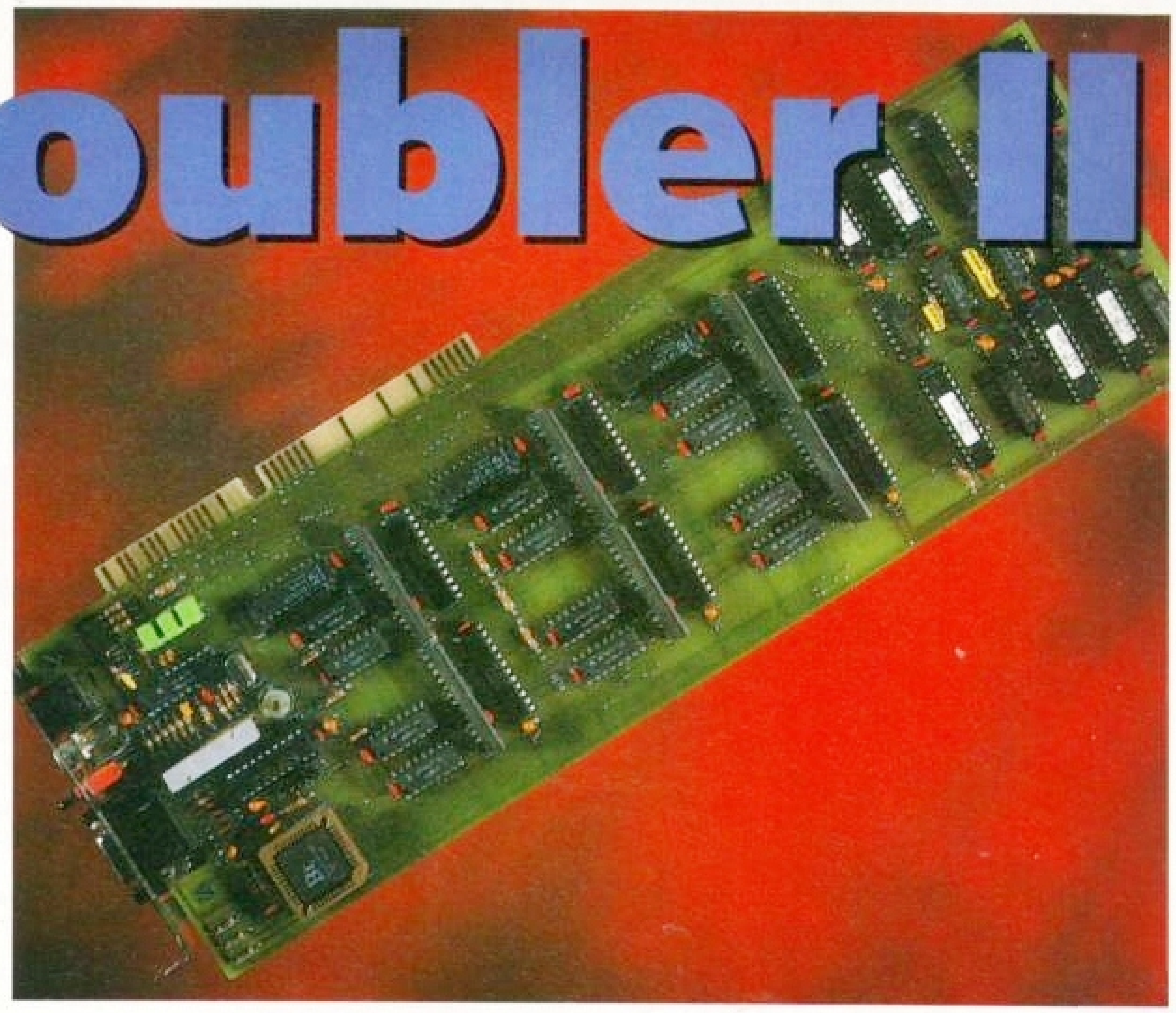
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ScanDoubler II



Looking to banish forever flickering video on your A4000? John Kennedy does a double-take at a new Amiga video card.

If for some reason you have a genuine need to see Amiga graphics on a VGA monitor, ScanDoubler is the only solution.

Amiga graphics are unique because they can be displayed on a television or recorded on a VCR with no additional hardware. Unfortunately, this friendly behaviour can also be their undoing, because the video signals which are great for TV are significantly different to those required by standard high-resolution, PC-style VGA monitors.

The AGA chipset was a cost-effective solution to this problem, and the DBL-video modes (such as DBLPalNoFlicker) provided a signal which was sometimes good enough for display on a PC monitor.

Way back when the AGA Amigas were launched, rumours abounded that an add-on card flicker fixer for the Amiga 4000 was coming "real soon". Amazingly, three years later, it's finally here.

It works too – slot it into the A4000 and all Amiga modes can suddenly be viewed on a VGA monitor via the 15-pin socket. Even better, interlaced displays become rock steady. Picture quality in general is excellent.

Use the card straight out of the box and you may obtain some pretty ropey images. However, take the time to read the instructions and experiment with the banks of jumpers mounted on the board, and everything becomes (literally) clear.

The only noticeable side-effect of using the card is when an interlace display is used. Moving objects, the mouse pointer for example, develop a slight jagged edge. This is unavoidable and is a consequence of the interlaced display, not a fault of the card. Even modes such as SuperHiRes Laced (1440 by 512) can display pin-sharp text, readable on 15 inch monitors or better – not bad for a computer without an extra video chipset.

Comparing the ScanDoubler to a graphics card can be a painful experience. For the same money you could have a choice of video cards and still have some left over.

The advantage of the ScanDoubler is that it works with the original video modes. There is no emulation, no fancy screen promotion; all the original modes are simply up-rated. No software is supplied at all; this is a purely hardware solution and, as a result, *all* software is guaranteed to work perfectly. This includes demos, games and the dreaded Guru message.

As a bonus, the ScanDoubler provides composite socket and SVHS video socket too. This means that at last there is a sensible way of displaying and recording Amiga video signals from an A4000 without resorting to a Genlock (or a video card).

Of course, using the AGA screen modes means keeping their disadvantages too. Displays with lots of colours are deadly slow, and eat chip RAM at a fearsome rate and are limited in the number of colours.

Try running a 256 colour Workbench on a Picasso II and you'll know true happiness. Interestingly enough, the ScanDoubler works very well in unison with another graphics card – my Amiga has a Picasso fitted and the scan-doubled modes simply pass through as normal.

This means I no longer need to keep several monitors on my desk; my SVGA-only display will happily show PAL as well as 1024 by 768. Heaven!

To be honest, being able to display the complete set of flicker-free Amiga video modes is not really a good enough reason to spend a lot of money on this card. It should not be thought of as a true substitute for a video card, rather as an excellent (although expensive) addition.

HOW IT WORKS

The ScanDoubler cards fits to the A4000's internal video slot (which is in line with a normal Zorro III slot). This provides access to the raw video signals which are normally piped out to the 23-way connector.

In order to re-transmit the video signal at frequencies suitable for VGA monitors (about 31kHz as opposed to 15kHz for standard video) the ScanDoubler caches the video in its own internal RAM – there is 1.5Mb of RAM provided on the card for this purpose. If the Amiga is working in interlaced mode, two interleaved frames are stored in the video memory and are combined. The new, improved video is then supplied at a rock-steady, VGA-friendly 31kHz.

SCANDOUBLER II

DISTRIBUTOR
Power Computing 01234 27300

PRICE
£399

SYSTEM REQUIREMENTS
A4000. To display all modes, a monitor with a maximum horizontal frequency of 64kHz and 60Hz vertical.

SPEED ●●●●●
Rock steady 31kHz for all PC monitors, and up to 64kHz for extra large modes. Doesn't speed up the Amiga itself, only video frequencies.

MANUAL ●●●
Three sheets of paper cover everything, but look tacky.

ACCESSIBILITY ●●●
Plug in and go. Setting jumpers is tricky and may cause a few problems for technophobes.

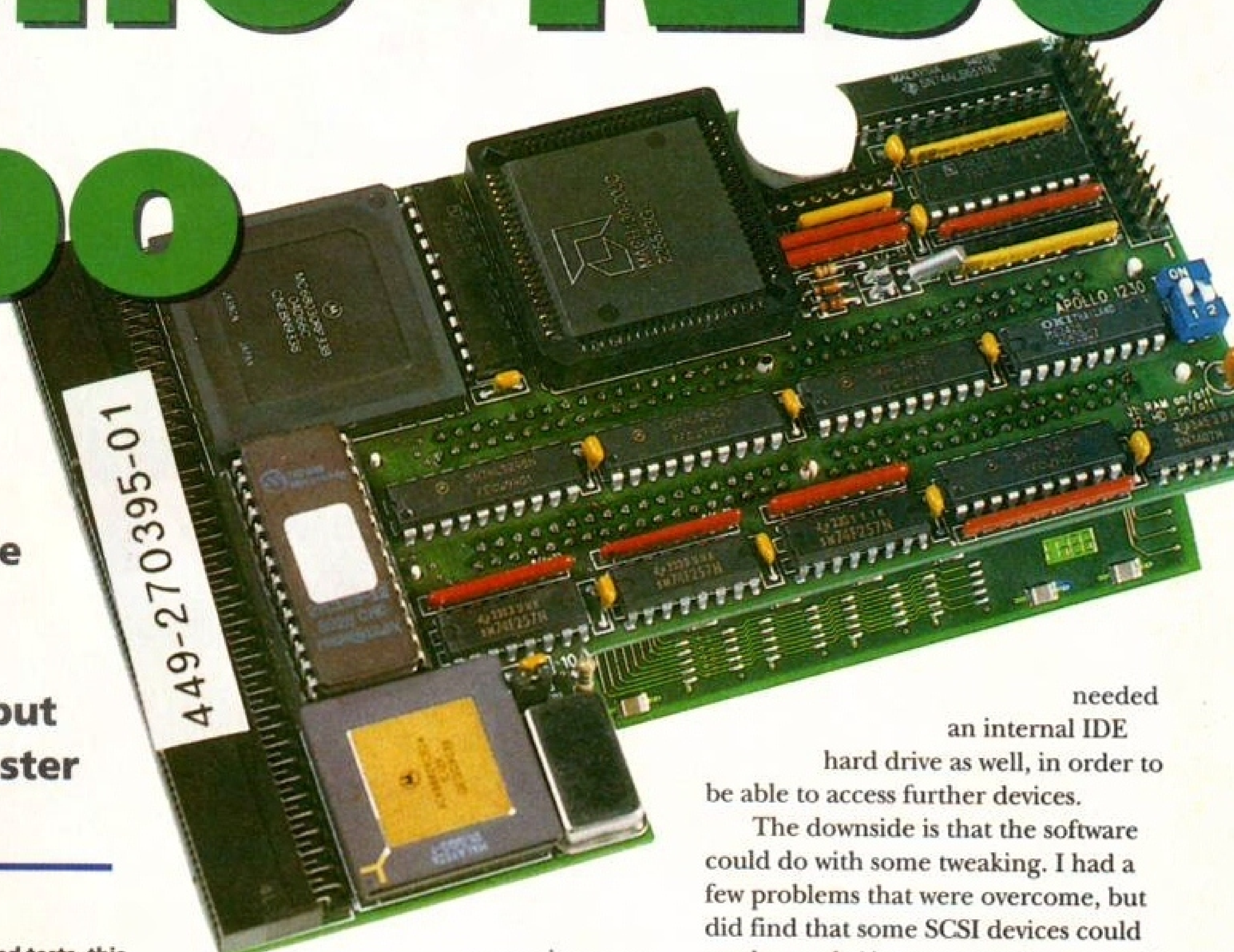
FEATURES ●●●●●
Sorts out all the old problems with AGA and works with games and demos. Good video signal (in overscan even) for recording.

VALUE ●●●
Very pricey compared to a video card such as Picasso II or CyberVision, but nice with it. Some find it essential.

"Beefs up the Amiga's standard video – but at a high price."

89%

Apollo 1230 Turbo



New accelerators are all the rage. David Taylor finds a new one that won't hurt the piggy bank. A while ago we looked at the 1220 board from this series. The 1230 is the bigger brother, but it offers more than just a faster processor. And less...

We can dispense with the preliminaries immediately. This is a trapdoor expansion card – you open your trapdoor, make sure the card is the right way up and then slot it home. Well, ram it home is perhaps more accurate (or RAM it even?). It is a very tight fit, but you just have to be confident that it fits and push.

There is no software to install in order to use the faster processor. Just turn on and you've now got an A1200 fitted with a 50MHz 030.

In speed tests, it comes out at about twice the speed of the 030 chip in A4000s (which means over six times the speed of the original A1200). As you can imagine, this card is no slouch.

In speed tests, this trapdoor expansion card comes out at about twice the speed of the 030 chip in A4000s (which means over six times the speed of the original A1200). It's certainly no slouch.

One slight surprise was that this card (and indeed the one we tested) can be bought without an FPU. Now, if you are interested in buying an accelerator that offers the sort of power that the 1230 Turbo does, then what's the likelihood that you're going to do without an FPU?

This card is for serious people using serious applications and some of these programs require an FPU to run. The upshot of this is that you should probably bung another £90 on the price for a decent FPU to go in the glaringly empty FPU slot. And some extra RAM for the two SIMMs is a good idea too.

The card does come with some software and a manual, because it also has a SCSI module that gives you access to SCSI devices. This side of the card is slightly more difficult to fit. The SCSI ribbon fits on to the card easily enough, but then threads through to the spare expansion port that sits on the right hand side of the A1200 (the far left if you look at it from the back).

To get the new port there, you really need to take your floppy drive out from its holding and screw it down. It isn't very difficult to do at all, but might put off some of the more weak at heart. It shouldn't really.

The manual details the software, which is an auto-booting disk, that allows you to format and partition drives so that they can autoboot. This is brilliant, because it means that you can now use an external SCSI device as a first hard drive. Before, you would have needed an internal IDE hard drive as well, in order to be able to access further devices.

The downside is that the software could do with some tweaking. I had a few problems that were overcome, but did find that some SCSI devices could not be used. (As one manufacturer said, "There's SCSI and there's SCSI – the industry standard isn't that standard".) It wasn't possible to get it to recognise a magneto-optical drive, but, hopefully, it would be possible for a few improvements to be made to give better compatibility.

As it was, it did allow me to use a hard drive, one from Siren Software themselves incidentally, and a CD-ROM.

All in all, this card offers a whole host of possibilities. Extra speed, an FPU (slot!), SIMM slots for more RAM and the addition of some SCSI devices. It's very cheap considering this, but remember that you're going to want to get the extras too.

APOLLO 1230 TURBO

DISTRIBUTOR
Siren Software 0161 7965279

PRICE
£289.99 (£89.99 68882 MHz FPU, 4Mb RAM SIMM £129.99)

SYSTEM REQUIREMENTS
A1200

SPEED ●●●●
It's fast, damn fast, but the FPU version will be even better.

MANUAL ●●●
A very comprehensive guide to the SCSI side, but some details on the fitting would have been better.

ACCESSIBILITY ●●●●
Not difficult – as easy as it could be, but it may worry the more nervous user.

FEATURES ●●●●●
All singing, all dancing – everything a card for the A1200 could offer.

VALUE ●●●●●
Very cheap, but don't forget to work out how much more RAM and an FPU will cost.

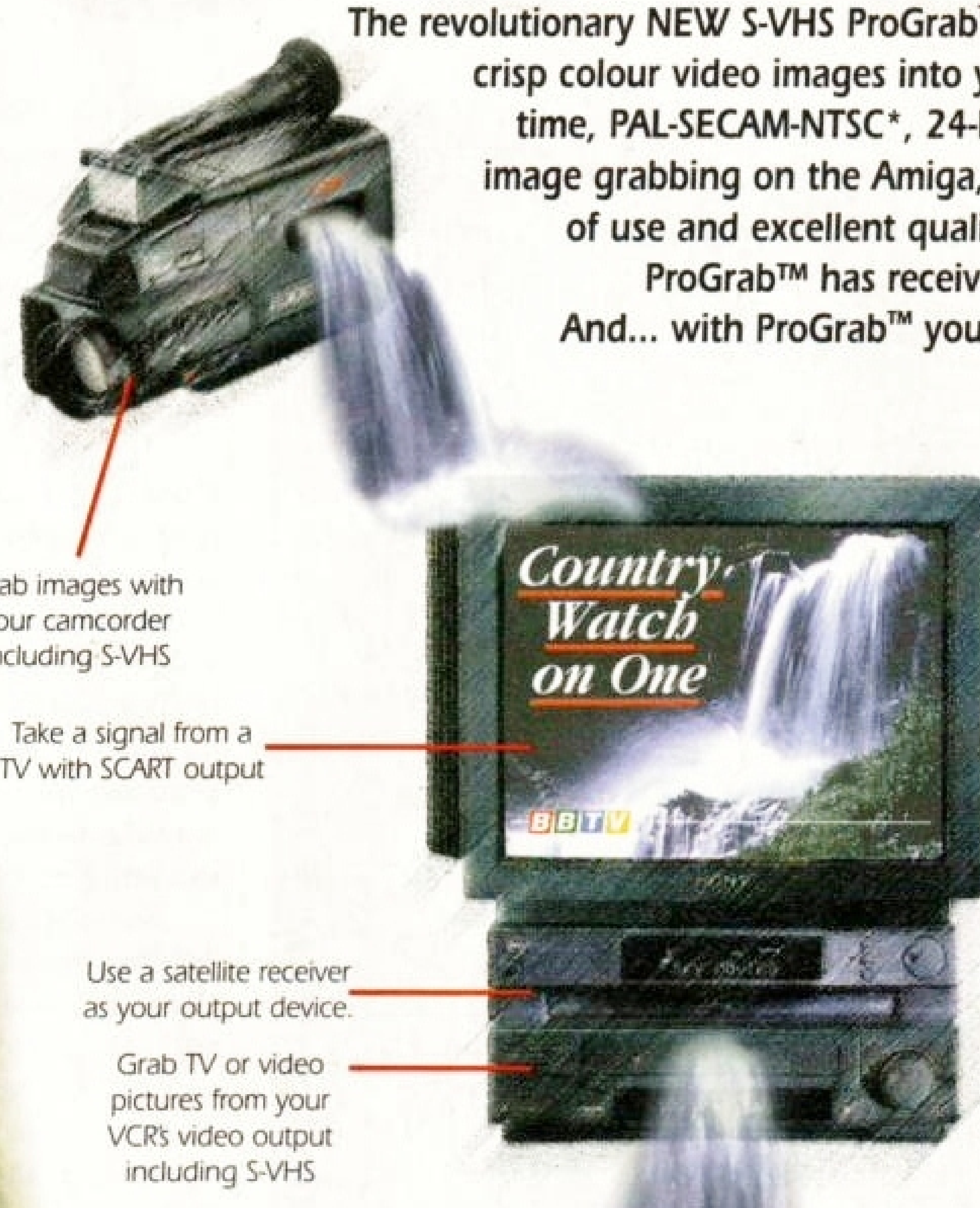
"Excellent value for money, but with a few minor shortcomings."

87%

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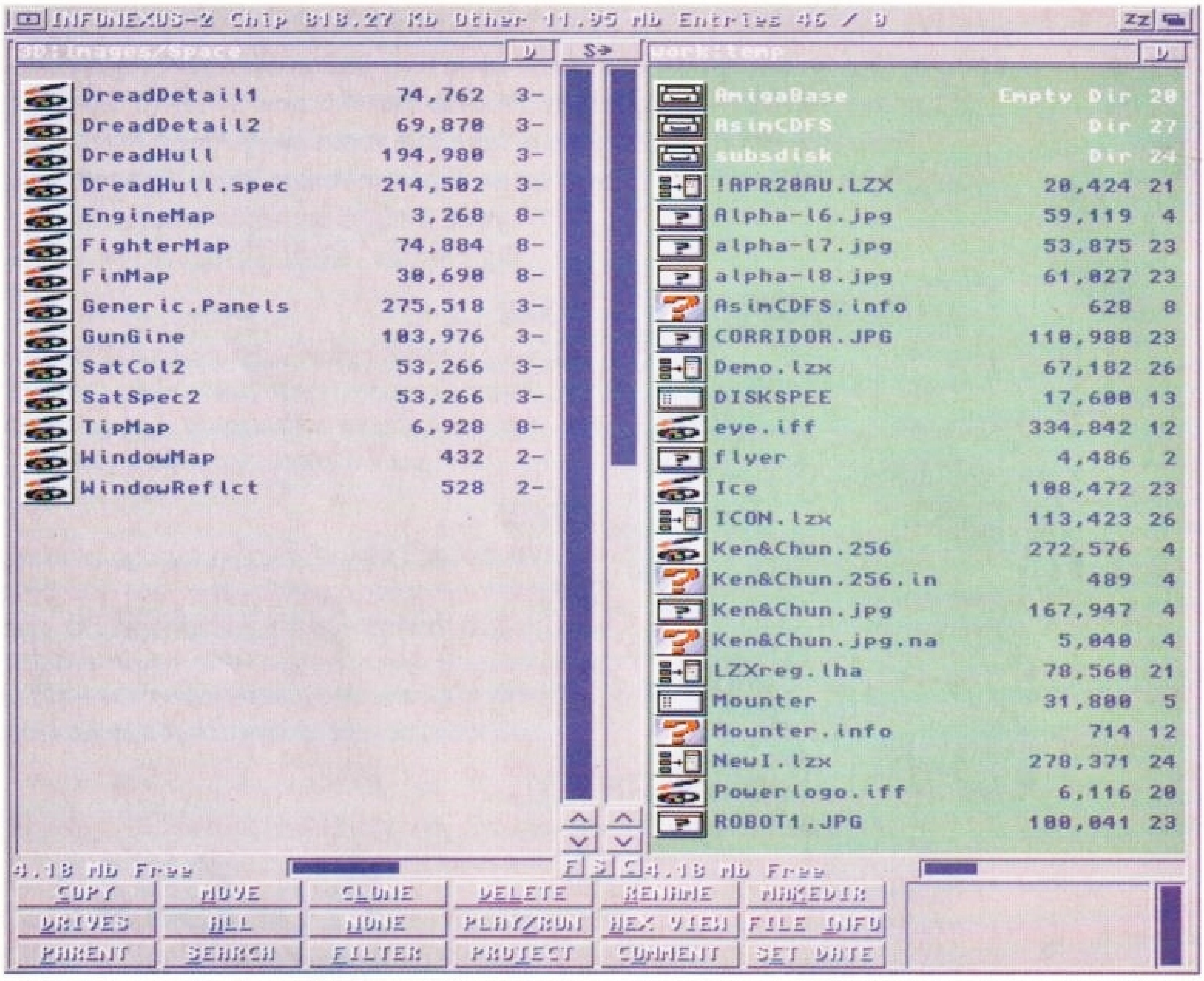
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InfoN

A file manager and database for under £30! Graeme Sandiford checks what's hiding under the 'floorboards' in this dream bundle.



InfoNexus 2's **interface may not be to everybody's liking, but there is no doubt that it is very functional.**

No matter what serious use you put your Amiga to the one thing you can be sure that your programs will do is generate files. Whether it's text, images, or music that your programs produce, it's no good spending hours on a project if, in the end, as soon as you switch off your machine the fruits of your labour are lost.

The trouble is that while being able to save your work is an essential part of modern computing, it can cause more than a few headaches. Trying to keep your files organised on a floppy-only system is bad enough, but once this relatively contained chaos is unleashed on to a hard disk things can very quickly get out of hand.

This is why file managing programs are an essential part of most people's software collection. However, file managers can do more than simply help keep your hard disk tidy by moving files around, they can also be used to give you a clear indication of the nature of a file. Most file managers can now show pictures, animations and play sounds.

InfoNexus 2 is the latest version of Optonica's file management system and, at the moment, is being distributed with a free database – *DataNexus.*

The release of *InfoNexus* has come at an interesting time as some Directory Opus-users are a little disgruntled with version 5 of the program. If *InfoNexus 2* is up to scratch, it just might convert a number of Opus-users.

One thing that is immediately obvious is that the interface of the program has hardly changed at all. I must admit to not liking the appearance of *InfoNexus'* interface and preferring the clean and sharp Workbench 2 look of Opus 5 over the custom-styling of InfoNexus. However, this interface has one distinct advantage – this product is compatible with Workbench 1.3.

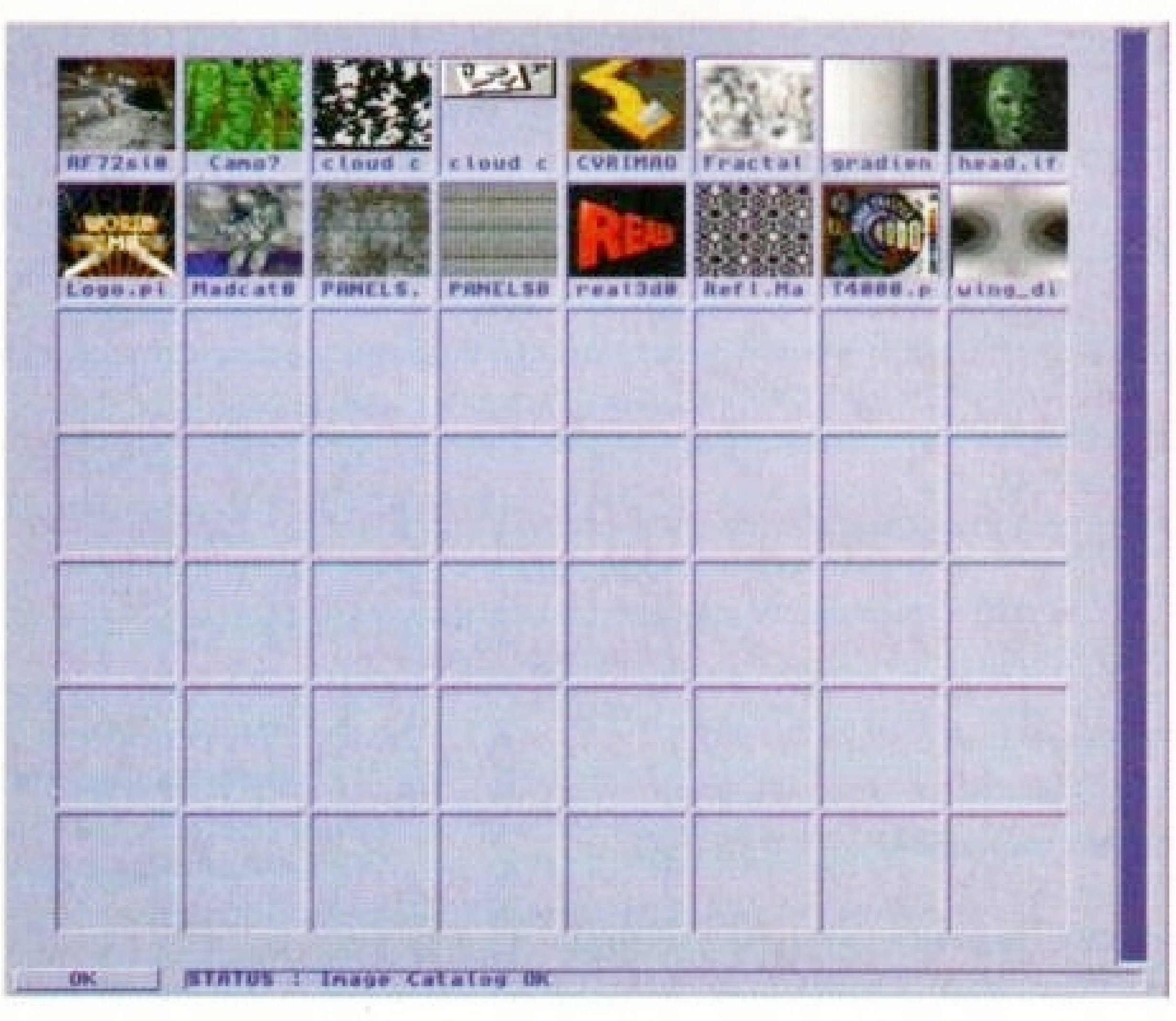
While I dislike the physical appearance of the program, which is purely a matter of personal taste, it is constructed logically and looks a lot less cluttered than Opus 5 tends to appear.

Although not as configurable as Opus 5, it is possible to alter the programs appearance by changing it's colour and it's highlights to make it look a little sharper and cleaner. One of the unique features of *InfoNexus'* interface is it's Pop and Roll menus which enable quick and easy access to menus – wherever the pointer is on screen clicking on the right-hand mouse button will bring up a bank of menus.

So what's new in version two of *InfoNexus*? It still has features such as DataType viewing, playing CDXL animations and its excellent network support, but now has several unique and important new features.

Perhaps the most visually appealing of these is its Image Browser function. This tool will create thumbnail images of any picture files contained in a directory, so that you can tell at a glance what the images look like. Initially, this is quite a slow process, but once it has been performed, a catalogue is kept in that directory so that it can be read quickly. To view an image at full-size you can simply double-click on its thumbnail.

The Image Browser makes finding the picture you want a lot easier.



Another graphics-related new feature is Dynamic Typing. This is similar in function to Opus 5's File Sniffer – it lets you know what kind of files are in the lister. However, where Opus only types this information in the lister, *InfoNexus 2* will display small icons that match the files type. The advantage of this is that you can tell at a glance what kind of file you are looking at.

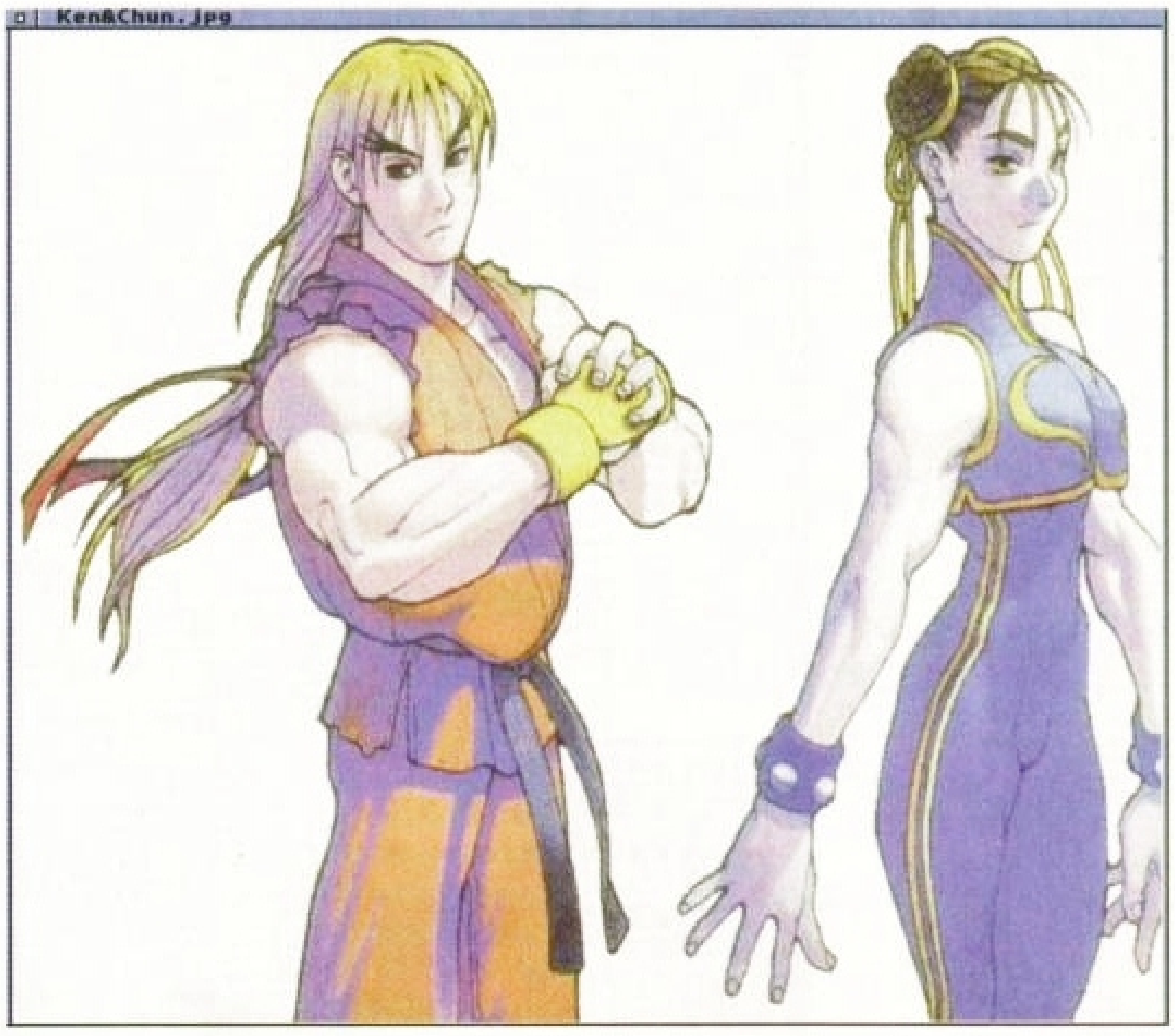
Surprisingly *InfoNexus'* Dynamic Typing is actually quicker than Opus' Sniffer. In fact, *InfoNexus* is generally quicker at reading directories than Opus.

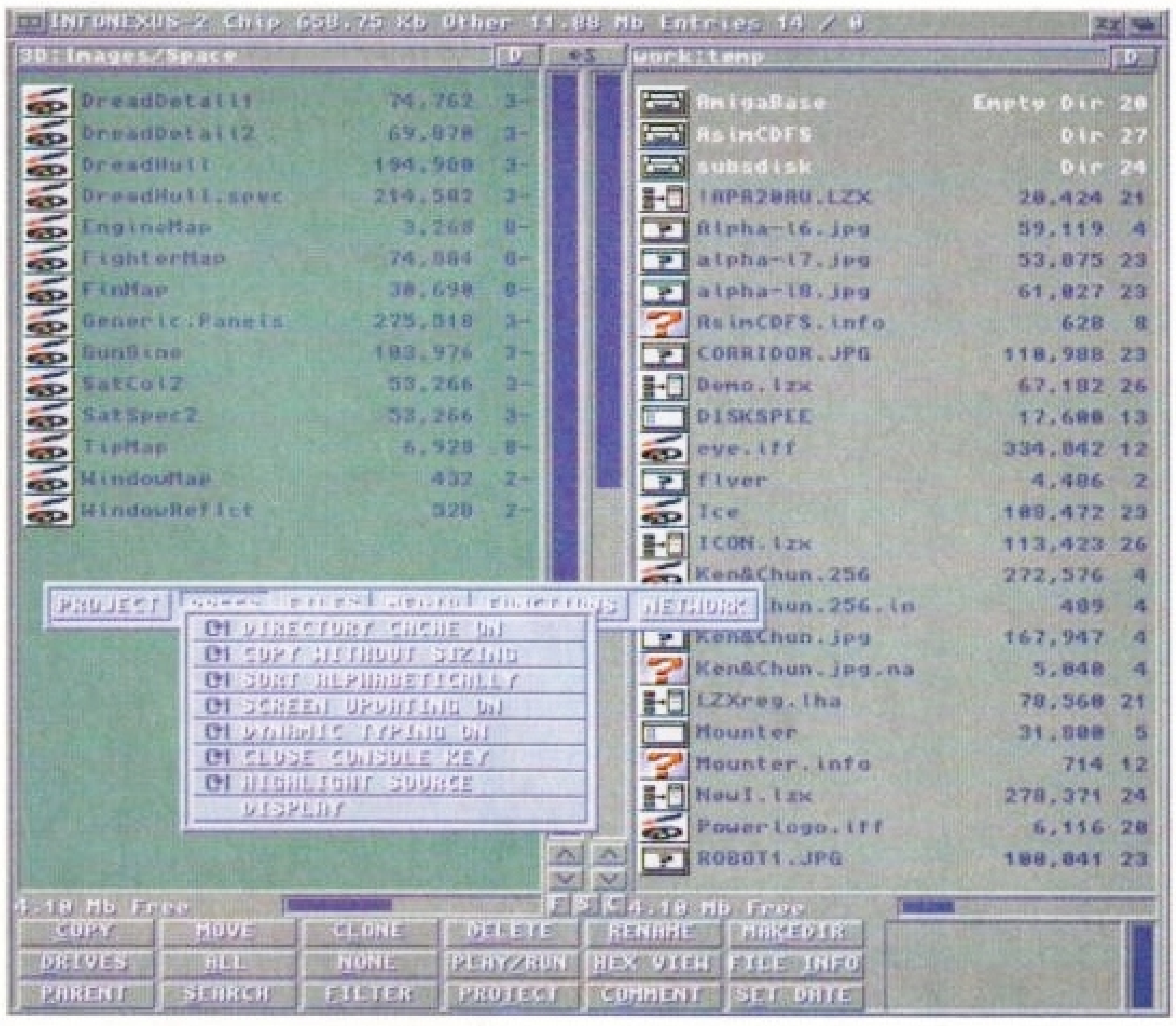
InfoNexus 2 now has support for file types. This is the same as Opus's function – it can be used to identify different types of files through their extension or binary information.

Once a file type has been defined, you can specify a certain action to take place when that particular file type is double-clicked on.

Whether or not more people will prefer *InfoNexus 2* over Opus 5 is hard to tell. As with Opus 5, I'm sure that some people will be put off by the program's

EXUS 2





ABOVE LEFT: ***InfoNexus*** **has extensive support for image file formats and display 24-bit images even on ECS Amigas (A600s and A500+s) quite well.**

ABOVE RIGHT: Pop and Roll menus are a unique and very useful part of ***InfoNexus'*** **interface.**

interface. However, once they take the effort to explore its features they will be rewarded with several useful features and a powerful file manager. However, *InfoNexus 2* is still not a match for Opus 5's power and incredible configurability, but it's certainly getting there.

DATANEXUS

Right, on to *DataNexus*. Since *DataNexus* is being bundled with *InfoNexus*, many people may not take it very seriously and that would be a *big* mistake because *DataNexus* is a fully-featured package in its own right.

The two programs share a great deal in common, including their Envoy support and, unfortunately, the same interface style. As with *InfoNexus* its design makes it very easy to use, even in low resolution. In general operation *DataNexus* is much like any other database – you lay out your database and then enter the data for each field in a record.

DataNexus has a surprising number of different types of fields, including text, number, date and time.

Aside from these, the program has calculation fields capable of performing relatively complicated computations, serial fields for automatically creating serial numbers such as those for club membership, summary fields for totalling up, or averaging field values and external fields. External fields are similar to the ones in Twist 2, but not only can they be used to display DataTypes, they can also play animations, music modules, samples and CDXL files.

The program also has an extensive, but very easy to use, search tool. This tool enables you to add logical operations, such as search criteria, by simply clicking on them. *DataNexus* also has several other useful features and nice touches that make this a surprisingly good program.

While this program does not possess the raw power of database programs such as Twist 2 or Superbase Pro, it can certainly match them in terms of ease-of-use and is the ideal complement to *InfoNexus*. For under £30 these two programs represent exceptional value and, while they are not the most feature-laden examples in their markets, they should be more than adequate for most peoples' needs.



DataNexus **comes absolutely free with** ***InfoNexus 2*****, but is still a good program in its own right.**

INFONEXUS 2

DISTRIBUTOR
Optonica 01455 558282

PRICE
Until the end of November £24.99 to *Format* readers. Normally £29.99.

SYSTEM REQUIREMENTS
1Mb of RAM, hard disk recommended

SPEED ●●●●
Both programs are surprisingly fast at both sorting files and reading directories.

MANUAL ●●●●
The manuals are clearly written, have plenty of tutorials and meaty reference sections.

ACCESSIBILITY ●●●●
Both products are extremely intuitive to use and have a relatively high degree of configurability.

FEATURES ●●●●
There are more than enough features to meet the needs of the average user.

VALUE ●●●●●
The Amiga's second best file manager and a database program for 25 quid has got to be one the best value bundles around.

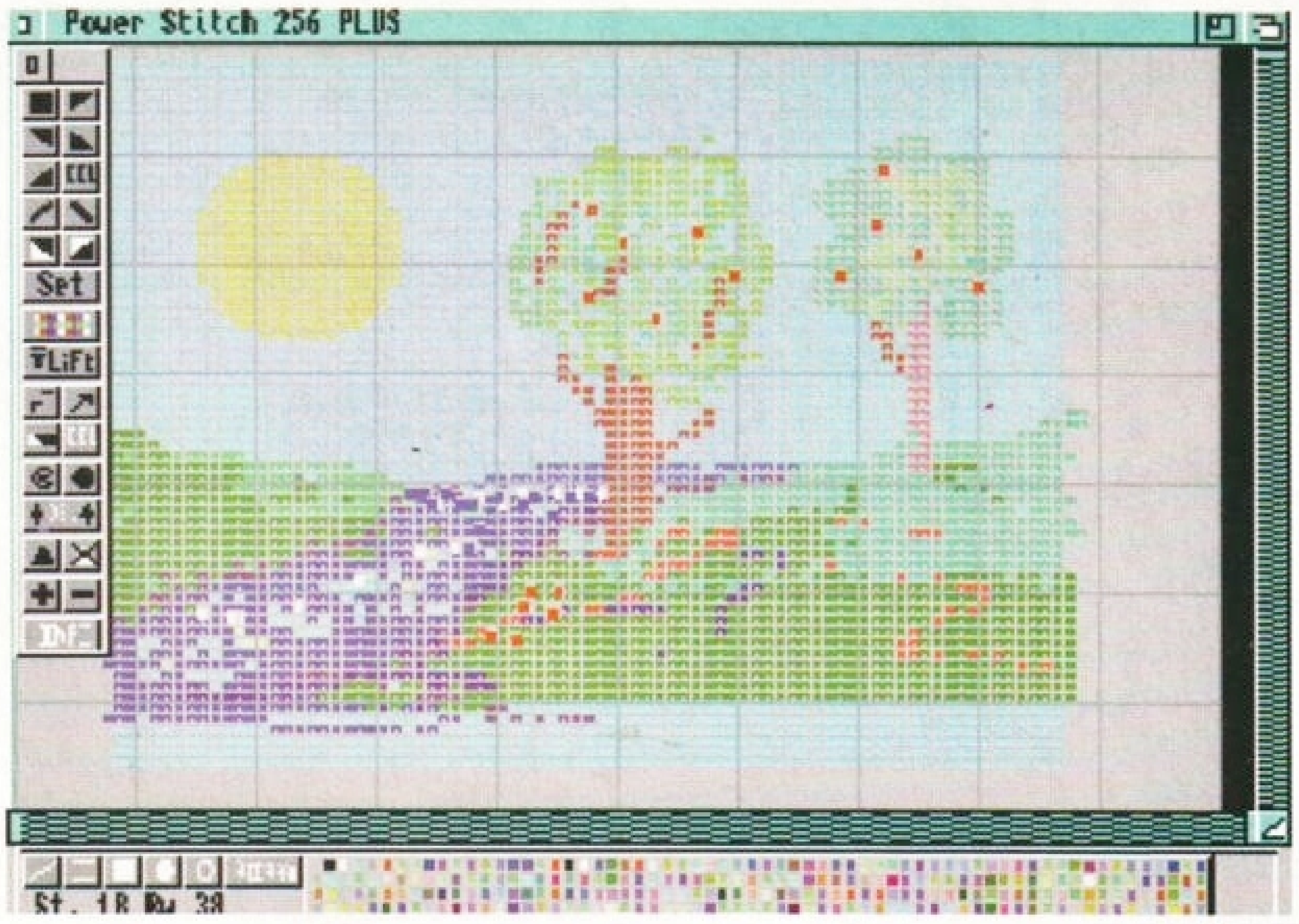
"All the software you need to organise your hard disk shortcomings."

88%

This one is especially for Bill Eaves of Caithness, who pointed out in his letter in *AF75* that we hadn't taken much notice of cross stitch programs available for the Amiga, although they are regularly advertised in *CrossStitch*, one of our sister Future Publishing titles. In fact, the last time *Amiga Format* reviewed a cross stitch program was way back in *AF52*, where we put *X-Stitch Designer v3* through its paces – so we thought it was about time we had a look at another one.

Producing your own original charts for your cross stitch designs can be extremely fiddly and time-consuming. You have to be very accurate too – if so much as one square of colour is in the wrong place, it could ruin your

With a certain amount of artistic talent and a little time you can create gorgeous designs – unlike this sad effort!



Power Stitch 256 Plus

Sue Grant shrugs off her hard nut reputation, unlaces her boxing gloves and gets stitching.

completed picture and result in a lot of frustration and unpicking.

Having a program on your Amiga that plots your chart for you can only be a bonus. *Power Stitch 256 Plus* does just that and is an upgrade to *Power Stitch 256* which was released last year.

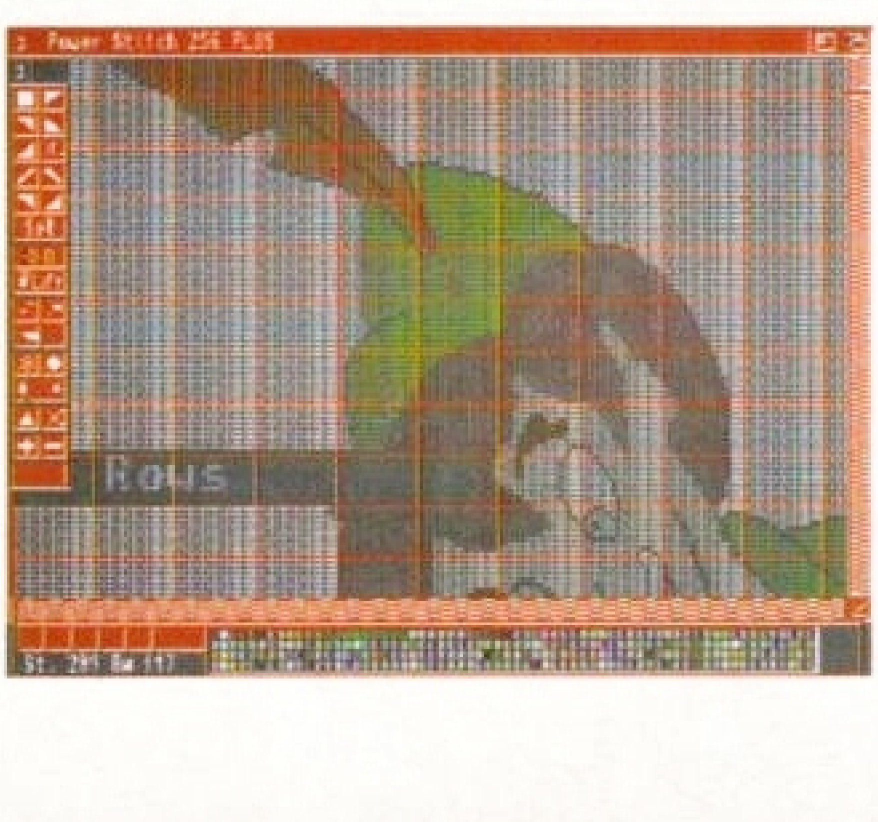
To attempt to reproduce a picture on a chart by hand requires skill and patience and plenty of graph paper, but this program makes it all very simple. Producing your own design is easy – except that a little artistic talent goes a long way and I missed out on this virtue – as you can see from my pathetic attempt to draw a woodland scene!

A real bonus is the fact that you can use IFF files and quickly turn them into cross stitch designs – just choose your image, load it in and away you go. Loading an IFF file of Peter Pan (see pic) took a while, but took a lot less time and hassle than converting the picture into stitches by hand.

There's no shortage of IFF images you can load in to the program, either – there are thousands of them in the Public Domain. You can also create IFF picture files from your stitched designs.

All the stitches you need are here, including cross stitch, backstitch, knots and beads and a wide range of colours for yarn are already installed. You can edit these colours to match manufacturer's yarns and alter their screen representation. You can also create your own symbols to represent different-coloured stitches on the final printed chart – useful when using lots of different shades of a colour.

Producing great designs is easy, *Power Stitch* gives you the option to convert IFF images into cloths.



Trying to produce a motif of some text was more complicated. I advise anyone without a hard drive to get one, I was using the only Amiga in the office without one and it was a right pain swapping disks all the time.

Another new feature of this upgrade is making borders. Creating a border is simple. Just design your corner piece and a small portion of the horizontal and vertical border, then all you do is grab the bits you want repeated and the software does the rest, producing a nice neat border around the edges of your cloth.

There were a few programming glitches and my Amiga crashed a couple of times while I was running the program, but on the whole *Power Stitch 256 Plus* was well structured and simple to use.

POWER STITCH 256 PLUS

DISTRIBUTOR
Aspire 2 01352 761798

PRICE
£55

SYSTEM REQUIREMENTS
All Amigas, 1Mb, Workbench 1.3 or above, plus a printer with graphics capability

SPEED ●●●●
A great deal faster than producing designs by hand!

MANUAL ●●●●
Easy to get around and the instructions are clear.

ACCESSIBILITY ●●●●
Get a hard drive, or you'll be pulling your hair out in sheer frustration.

FEATURES ●●●●
Being able to load IFF images is a distinct advantage.

VALUE ●●●●
You would have to use the program regularly to justify the price.

"A quick and easy way of producing great cross stitch cloth designs."

80%

United Public Domain Distributors

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CLIFFE HOUSE, PRIMROSE ST.
KEIGHLEY
BD21 4NN
TEL 01 535 667 469
FAX 01 535 667 469

NBS PD
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NEWPORT, I.W.
PO30 5QA
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FAX 01 983 821 599

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Popular Public Domain

UTILITIES

IMPORTANT Some of the following programs maybe shareware, and you may have to send a fee to the author to get a full working copy.

PU 207 SID2 + MULTIDOS — transfer files between the Amiga and a PC
PU 762 PC TASK v3.10 — Latest version of this PC emulator
PU 230 PRINTER DRIVERS — Inc latest Seikosha, Star, & Citizen drivers
PU 367 ESSENTIAL PRINTING UTILS — Banners, labels, cassettes etc
PU 204 GATORS GRAPHICS TUTORIAL — Super D`Paint hints and tips
PU 726 PRINT-A-CARD — Pics and templates to produce greeting cards
PU 769/71 MAGIC EYE(N1.3) — Produce your own Stereograms!(3)
PU 774 AUTOSTEREOGRAM v4b — Updated PU661. Demo
PU 697 TUDE — The ultimate degrader and enhancer disk
PU 421, 427, 623, and 724 ASI DISK HELPERS 1 to 4 (4 disks)
A selection of essential utilities. Inc: Disksalv2, Dcopy 3.1, Diskmate, Install Master, Assign Manager, Bad Format 4.0, ClickNot v37.3, DiskMaster v3.99 ...and more!
PU 625 SNOOPDOS v 3 — Dos program problem hunter
PU 064 HARD DRIVE UTILITIES — Backup, fixdisk and more
PU 548 REORG V3.11 — Hard disk organiser/optimizer
PU 576 HD CLICK v2.7 — Clicking menu HD system
PU 686 HD GAMES INSTALLER Installs: Aladdin, Alienbreed, Bodyblows, Elfmania, Goal, Isher2, Jungle Strike, MK2, R/Robots, Stardust, Superfrog, Zool ++
PU 772 HD GAMES INSTALLER 3 Inc: Alien Breed Special, Beneath Steel Sky, Flashback, Lion King AGA, Parasol Stars, Sensi Soccer, Skidmarks 2, and more.
PU 721 EPU STACKER v1.70 — Increases HD storage capacity
PU 890 MR BACK-UP PRO v 2.1 — Excellent HD backup software

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PU 536 MAGIC WORKBENCH EXTRAS — More goodies
PU 704 MAGIC WORKBENCH EXPANSION — ...and more
PU 761 MAGIC WORKBENCH 1.3 — Now works on the Amiga 1.3
PU 285 WORKBENCH 3 BACKGROUNDS — enhance your WB 3.0
PU 728 ICONTOOLBOX v2.12 — Icon creation utility disk
PU 496 BLITZBLANK — WB 2.04 + Great blanker. Various FX
PU 773 MAGIC DRIVE Creates a disk drive in RAM. Great for 2 disk Dos progs
PU 293-317 HAM RADIO SET — 25 disks for only £15.00
PU 666 TELETEXT — A hardware & software design project
PU 892 VIRUS CHECKER 6.58 — Latest version
PU 739 CAR DATA ANALYST — Programs to calculate BHP etc
PU 765 AMIGA FAX v1.42 — Latest version

MUSIC UTILITIES

PE 030-2 ELECTRONIC MUSIC — Desktop guide to electronic music(3)
PT 093 OCTOMED TUTOR — A simple to follow tutor
PT 168 GUITAR CHORD DIRECTORY — Latest version
PT 169 SONIC DRUMKIT v2.1 — Latest version
PT 170 DELITRACKER 2 — Latest version, plus Utils
PT 171 HIPPO PLAYER — Will play 8 track PC Steamtracker mods
PT 174 OCTAMED V4 — Great music package. Latest PD version

EDUCATION

PE 007/8 LEARN & PLAY — Word & number games for ages 5-10 yrs(2)
PE 027 AMIGA BEGINNER — Help and info on the Amiga
PE 035 KIDS DISK 1 — Alphabet & Colours. Great for pre-school
PE 050 LITTLE TRAVELLER — World geography info
PE 054 ARTISTIX — Superb art package for kids. Recommended!
PE 058 WORD FACTORY — Brilliant spelling program
PE 086 KIDS DISK 6 — Includes `Shop` a good money/counting game
PE 110/1 STAR TREK GUIDE — Hyperbook Trek info(2)
PE 112/3 TC SPACETRAVEL — Demo of Space Travel info program(2)
PE 116/7 PHOTO TECHNIQUES — Great photo manual. Good tips(2)

BUSINESS

PB 019 BUSINESS LETTERS — Examples of tricky letters. Useful
PB 020 TEXT ENGINE 4.0 — Possibly the best `PD` Wordprocessor
PB 023 FORMS UNLIMITED — Nice program to create Forms
PB 030 MONEY PROGRAM — Flash accounts/personal finance
PB 038 BUDDBASE — Comprehensive database. Great docs for beginner
PB 042 EASYCALC PLUS — Dos 2.0 or higher Spreadsheet
PB 046 PERSONAL DIARY — Simple electronic diary for the Amiga
PB 054 ACCOUNT MASTER v3 — Another fine finance package
PB 067 DYSK STIK — A nice disk labeling program
PB 069 CHECK IT OUT v1.02A — Excellent accounts package
PB 072 SPONDULIX Mk5 (N1.3) — Nice home finance program

DEMOS / ANIMS etc

PD 268 SOME JUSTICE — Freaky gfx + sounds by URBAN SHAKEDOWN
PD 287 ANDROMEDA: NEXUS 7 (AGA) — A must for AGA Amiga!
PD 303 OMEN DEMO (AGA) — Excellent new demo
PS 201 MOSAIC AGA SLIDE — Super hand drawn pictures
PS 205 FORK TONGUE — Sepia slides of indians (cowboys)
PS 206 UFO (2mb chip) — Chainsaw Slippers returns! Wacky

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CART 08 KIDS — Small children
CART 09 MAPS — Maps of the world
CART 10 MUSIC — Music related pics
CART 11 OCCASIONS — Wedding, Halloween
CART 12 PLANTS — Flowers, acorns etc
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PG 618 SPACE CADET/SPACE CASE — 2 Good platformers
PG 620 DERRING DO — Another Mr Do clone
PG 621 CATAPULTS — Castle building and combat game
PG 631 GRAVITY FORCE 2 — Good 2 player Thrust game
PG 634 THESIUS XII — Mega SEU like R-Type! Get it
PG 635/6 WALLY WORLD — Great traditional cute platform
PG 641 CAR BUSINESS(s) — Can you manage a car firm?
PG 648 EXELLENT CARDS 3 (AGA)(s) — Brill card games!
PG 650 DELUXE PACMAN (AGA) — Very good version
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PG 660 GALLEONS — Like Tanx but at sea
PG 663 LEGEND OF POUNDS ISLAND — Point and click adv
PG 665/6 JSB GAME — Great little Jet set willy type platform game
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PG 675 DR STRANGE II — Another great platform game
PG 676 EGG SCRAMBLE — Crazy platform game!
PD 304 RIDGERACER DEMO — Clever demo. Yes its a joke
PD 305-8 OXYRON: KILLING TIME (AGA) — 4 disk mega demo
PD 309-12 POLKA BROS:TWISTED(AGA) — Another 4 disker
PD 313/4 OXYGENE: INDIGO(AGA) — Rotating city and more
PD 315/6 ABYSS: DRUGSTORE(AGA) — A good 2 disker
PD 317/8 MYSTIC IMPOSSIBLE(AGA) Nothing to do with Meg!
PD 319 TRSI:ANHALONIUM LEWINI (AGA) — Excellent
PD 322 SANITY: ROOTS(AGA) — Some nice effects
PD 325 HAUROBB: JAMMIN (AGA) — Another good one
PD 328 AVALON: RESPONSE (AGA) — Good demo
PD 337-40 STAVROS: DD(AGA) — This 4 disker needs a HD + 4mb
PD 341/2 ANIMTUNES (AGA) — Unusual French demo
PD 344/5 VIVAT SLOVAKIA (AGA) — Nice demo with raytracings
PD 346/7 PARALLEX: DEEP (AGA) — Great, but needs HD
PD 348-50 ARTWORK: GREENDAY (AGA) Wow! But needs HD
PD 351 SCOOPEX: ALIEN (AGA) New demo from classic group
PM 293/4 FREEZERS DREAMWALKER(n1.3) — Jazzy music
PM 297/8 BINARY: PHOBIA(n1.3) — 12 Tracks of rave
PT 178 OCTAMED 6 DEMO — Its a demo of the latest version
PT 182/3 DX7 BANKS — Sound and voices for the Yamaha
PT 187 NO SAMPLER UTILS 4 — New useful music utils
PT 188-90 PD SOUND FX — 3 Disks of various sound FX
PT 192 PH KAREOKE — A kareoke machine on the Amiga?
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PB 077 THE ADDRESS DBASE(s) — Looks OK. Limited to 20
PB 078 TEXTPLUS V5 — Great word-pro. Needs HD. Archived
PB 079 PHONE LOCATOR — Where`s that call from? 01** inc
PU 776-8 INTERNET UTILS — Selection of programs for the NET
PU 781 COLOUR WORKBENCH (N1.3) — Nice looking w/b
PU 790-98 ALIENS CONFIDENTIAL MULTIMEDIA (AGA)
Abductions, Roswell, Area51, Martians, etc. inc pics! Oooo-er!!
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PU 815 DISCMAG CREATOR V2.1 Nice helper to make ya`own
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(2 disks for each volume) Backdrops, Icons, and more.
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Shareware demo of best program around for the serious Lottery punter. Scientific picker plus powerful user editing system. Get it and win!!
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Shareware. Best looking. Inc. `random` vs. averages manual!
PU 775 LOTTO LUNACY Best PD prog. Dbase of numbers, most and least popular. Graph of numbers drawn. Include for sure!



Another step forward for CD-ROM technology, but just how quick a drive do you need? David Taylor finds out.

NEC 6Xi

Almost before people have got used to the idea of quad speed drives and certainly way before they've become considered as standard, we've now got a six speed drive knocking on the door. The problem with faster CD-ROM drives is that you often don't notice the difference between them and even a single speed drive.

This drive is an internal SCSI drive, so you need a box Amiga with a SCSI controller to use it. Many external CD drives are just internals placed in a generic casing, but that isn't on offer with this drive. So if you're an A1200 owner, you'll need to also have the HiQ PowerStation, or a suitable case.

Fitting the drive inside your machine is easy enough. All you have to do is attach the SCSI ribbon and the power cable. Since you can't put either of these in the wrong way around, you've got nothing to worry about.

Should you have another CD drive or other SCSI devices, you may need to adjust some of the jumpers on the back. With these tiny switches you can adjust the SCSI ID number and turn termination on/off. If you do end up with two SCSI devices on the same ID number, you'll get a conflict and your machine won't boot properly.

With the hardware set up, it's a simple case of setting up the software. If you've installed a drive before, you'll have everything you need and can just make a few adjustments to the mountlist. If you haven't, then you'll need to get hold of some PD software, because the drive doesn't come with any.

If you're an A1200 owner, you'll need to also have the HiQ PowerStation, or a suitable external case, if you are to use and benefit from this six speed CD drive.

Loading a CD is a bit of a step back in time, because instead of a tray loader, you have to put the CD into a caddy and load that. To put the caddy in, you need to pull down the cover, which can be locked open, so that you don't need to keep messing around.

For the majority of people a dual speed drive is sufficient. You need to be constantly accessing CDs or have some special needs to consider a faster drive. If you are a heavy user and have a fast controller, you will notice a difference between this drive and dual speeds.

Although directory scanning is faster, copying files does not practically turn out to be six times as fast as single speed drive. With multiple small files, the difference is reasonable, reduced because of the time it takes to initialise the copy each time. The sustained transfer for larger files is pretty good.

Of course, it's not often that you want to copy 20Mb CDXL files from CD, so just *how* important is that speed to you? If you do want to copy a file that size, it's likely to be so rare that you can afford to wait. On the other hand, if you can, on average, cut your CD accessing time in half, then I'm all for it.

Whilst you should be able to play audio from this CD, there are a couple of obstacles. Firstly, you can't link up the audio outputs from the back, so you'd have to use the earphone socket. More importantly, I could not find a software CD player that was compatible.

I tried my five favourite SCSI CD players and some others from Aminet, but none of them managed it. One got as far as recognising the number of tracks and play time, but bottled out at the last minute and failed to play.

This CD is therefore a bit of a mixed bag. It costs more than a dual speed and for normal users I wouldn't say it was worth the extra. But for high-end users, who don't want to have to hang around when accessing, it's not that expensive. You will notice the difference. As far as the audio is concerned, if you're forking out £300 for a drive, you're probably not doing it to listen to the latest Blur CD.

NEC 6Xi

DISTRIBUTOR
First Computer Centre 0113 2319444

PRICE
£312.99

SYSTEM REQUIREMENTS
SCSI controller for internal SCSI devices

SPEED ●●●●
Mmm. It might not be six times as fast in practice, but I'm not swapping back to single speed until I have to.

MANUAL ●
One sheet of A4 with the jumpers explained. No additional information on how to set up a CD drive for Amiga novices.

ACCESSIBILITY ●●●●
The hardware itself is pure simplicity to fit. Getting any CD drive running requires some work with the software, but shouldn't baffle you.

FEATURES ●●●
Audio CDs should work. It's the Amiga's fault not the drive's.

VALUE ●●●
Over a hundred pounds more than a dual speed, but still not outrageous.

"If CDs are your life and passion, this is fast."

85%

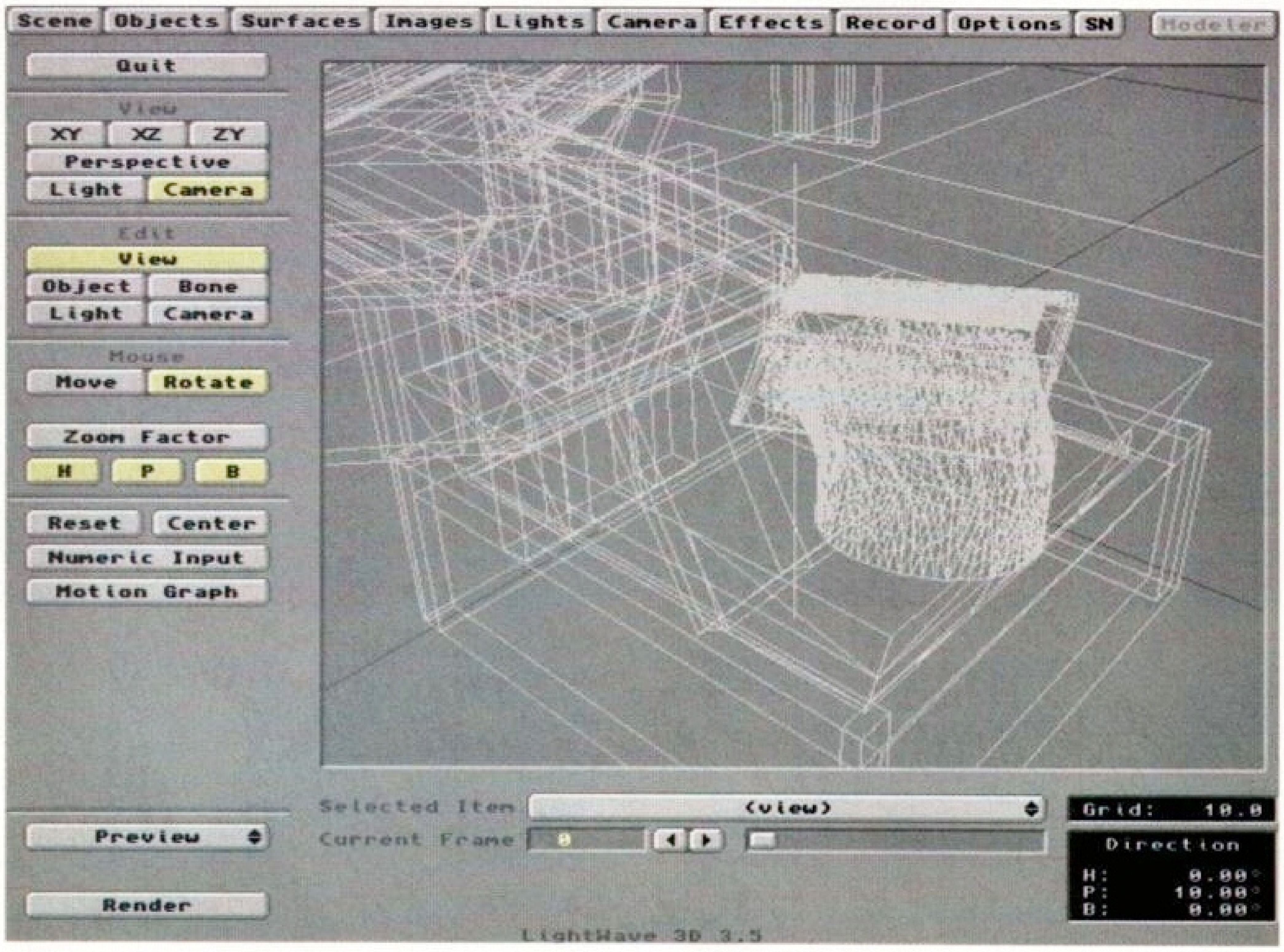
CD-Write

Graeme Sandiford looks at a new CD-ROM system that's been generating a great deal of interest lately...

This product has generated the most enquiries from readers than any other since the advert appeared. Who wouldn't want to find out more about a software system that enables you to write to CD-ROMs!

CD-ROM technology is an integral part of Amiga computing both on serious and games levels and being able to write data to CD would provide users with lots of additional functionality – anything from removing unwanted files from sight, to updating CDs and customising CD-resident programs.

Of course, being able to write to a CD-ROM using a standard drive is impossible at the moment and if most people had read the rest of the advert they would have noticed the phrase "virtually write". *CD-Write* gives you the benefits of writing to a CD without doing so physically. The manual goes to great pains to explain the principles behind read-only media and re-writable media, so even novice Amiga-users are able to understand how this product works and what it can do for them.

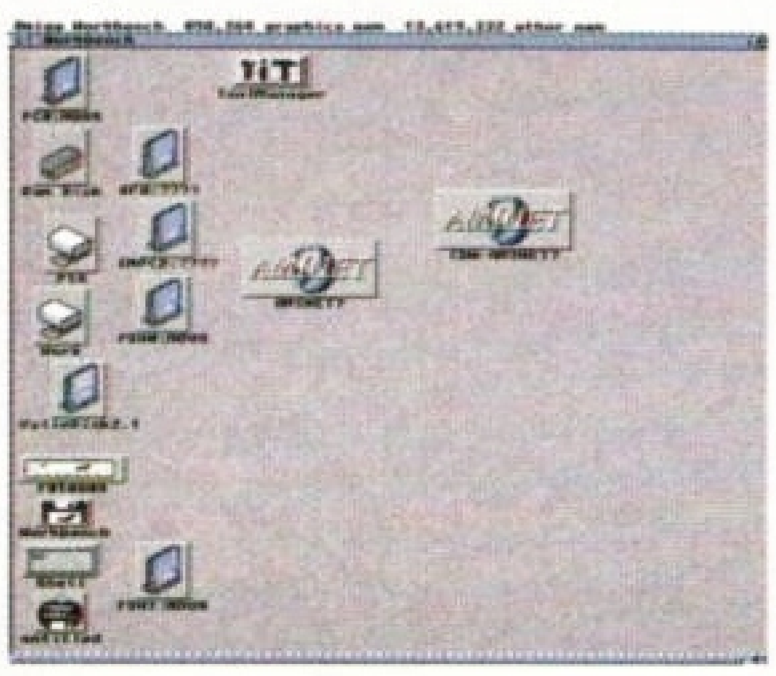


Unfortunately, altering files such as 3D objects results in the creation of another file of the same size.

So how does this marvel of modern technology work? Well, there's a big clue in that one of its system requirements, as well as Workbench 2+, is a hard drive. The *CD-Write* filesystem is one of re-direction – a bit like virtual memory where data is re-directed to hard disk rather than real memory. However, in *CD-Write*'s case, instead of your machine being fooled into thinking that hard disk space is memory, it uses a buffer directory to make it think that areas of your hard disk are part of a single device – a virtual CD-ROM.

On installation, which is simple, you are asked to specify a modifications directory where the details of any changes you have made to a CD are stored. Each time you make a change a new sub-directory is created and named after the disc's creation date and its name. An important point to remember is that it is only the changes that have been made to a CD not changes to the files it contains that are stored. The difference? If only the changes to a file were stored this would save on hard disk space. *CD-Write* stores literal changes made by programs.

To clarify this here's an example: if you were to load an object into LightWave, add a surface to it and save the altered object the data stored on your hard disk would be the literal data saved out by LightWave - the whole object plus the surface added. If only the differences were stored then only the surface data would be stored and therefore take up less space.



Whenever a CD-ROM is inserted two icons appear – a normal one and one for the virtual CD.

However, while this would make a better and more economic system it would be a more complicated and slower-working filesystem to create. But it is a feature that would make the best use of this idea. As it is, because it uses the same amount of hard disk space as copying files to hard disk and modifying them, the only benefit of the *CD-Write* system is ease of use. Once installed, *CD-Write* is transparent – each time a CD is mounted a second re-writable icon and logical device is also mounted suffixed with characters of your choice. This device is then recognised by any program and data can be modified as normal.

While this is a great idea, it hasn't been implemented as fully as it could be and really is of use only by those who prefer convenience over having £40 to spend elsewhere.

CD-WRITE

DISTRIBUTOR
PDSoft 01702 466933

PRICE
£39.99

SYSTEM REQUIREMENTS
2Mb RAM, a hard disk and Workbench 2+

SPEED ●●●
Reading directories can be a little sluggish at times, but not very.

MANUAL ●●●●●
Not only does the manual cover the program's features well, it explains the principals behind it.

ACCESSIBILITY ●●●●●
Extremely easy to install and completely transparent in use.

FEATURES ●●●
The program has failed to make the most out of a good idea.

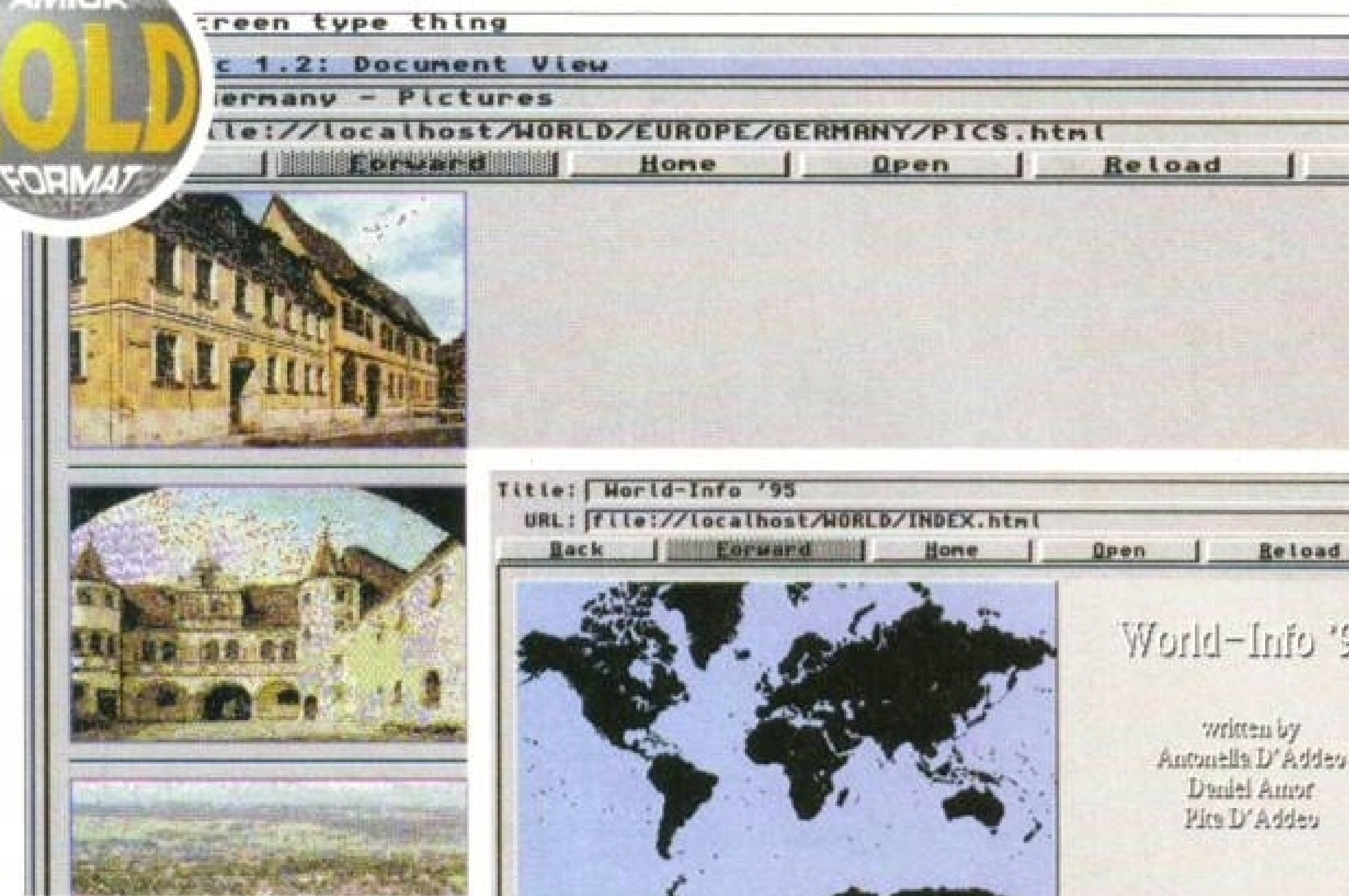
VALUE ●●●
Over-priced, but hey, I guess it's the only one of its kind.

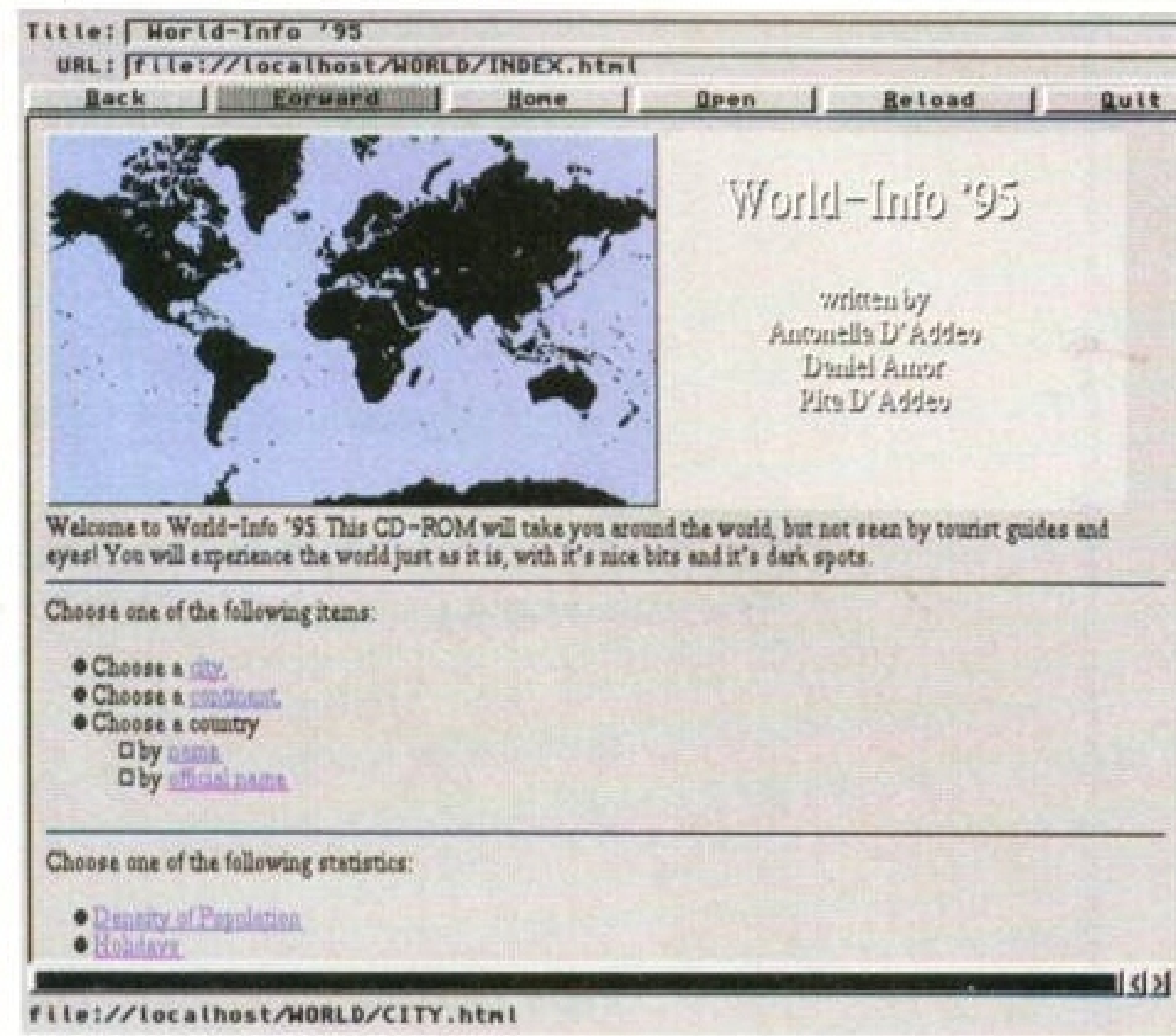
"The only real advantage CD-Write has over copying things from CD to hard disk is ease-of-use."

79%

World-Info '95

PD Soft ■ 01702 466933 ■ £TBA





World-Info '95 is intended to be a virtual guide for the world and includes interesting information on just about every country. This includes things such as climate, population growth, average life expectancy and natural hazards.

Cunningly, the producers of this disc, three enterprising students, have used the HTML document language to store the database of information, which means that *AMosaic* acts as an interface and that the CD can be used on any computing platform. This makes using the disc intuitive, especially for those who frequent the World Wide Web.

However, this does mean that you need to have an installed copy of *Mosaic*, which on the Amiga means you also need MUI installed. It is a shame that these were not supplied on the CD, but I suspect that this is because of the huge amount of space the data has taken up.

The main menu enables you to choose between English and German and to search for a country by continent, name or by city. It is possible to browse world statistics such as mountains, population, telephone access codes and geographical size. There are simply too many interesting features, such as a basic vocabulary for several languages, to mention here. Put simply, this is one of the most engrossing and excellently presented CD-ROMs I have ever encountered.

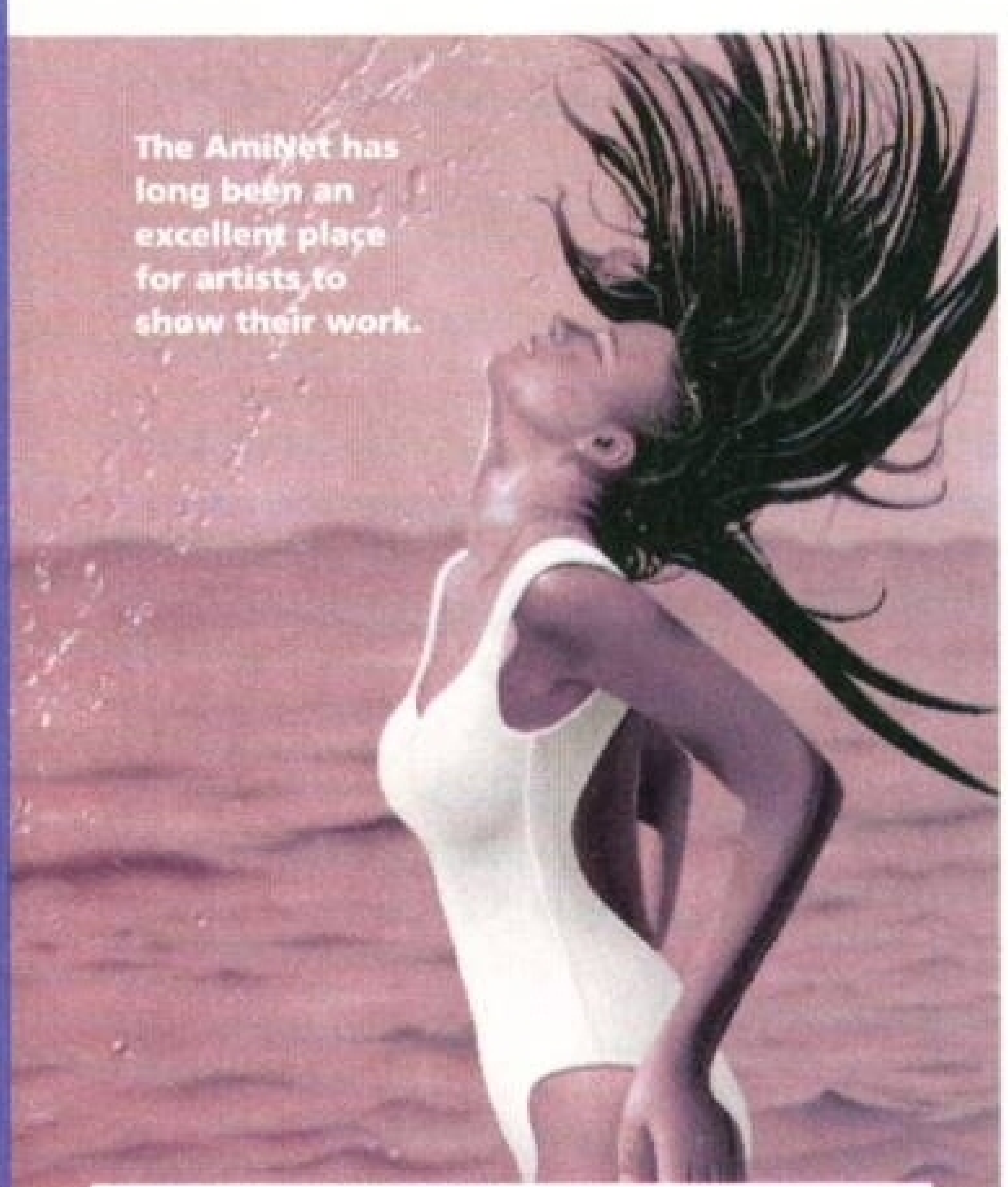
This is one of the most engrossing CD-ROMs I have ever encountered.

93%

CD-ROM

AmiNet 7

PDSoft ■ 01702 466933 ■ £12.99





AmiNet 7 includes the full version of *Personal Paint 2.1* and a demo of 6.3 .

AmiNet 7 follows the same format as its predecessors – the same as the Internet site itself. It might have been interesting if the interface had used *AMosaic* too to complete the feeling of being on-line. However, the CD comes with an AmigaGuide formatted document that does a better job.

Since the files on the AmiNet disc are archived the AmigaGuide can be used to not only view descriptions of a file or program, but to de-archive them as well.

The contents of this volume are actually stronger than the previous one, with more new files, especially in the comms directory. There is the usual selection of utilities, demos, music modules and info – although I was a little disappointed not to find much in the way of 3D objects and pictures.

On the whole this is a good disc with a surprise inclusion of *Personal Paint 2.1*, but it would have been better released in a month or two's time.

Yet another very good offering from the AmiNet.

83%

The Grolier Electronic Encyclopedia

EPIC MARKETING ■ 01793 490988 ■ £26.99



The encyclopaedia has plenty of colourful images like this .

As you may have guessed from the spelling of its title, this CD-ROM is an American Encyclopaedia. It is a product that has been popular on the PC for a number of years and has taken a surprisingly long time to be converted for use on the Amiga. It seems that this wait has been worthwhile since the result is a highly polished product indeed.

The main menu of the program consists mainly of three large icons that enable you to explore the information in the Encyclopaedia in three ways.

The Topic Tree is the first and is the one to use if you want to look for information by subject. The subjects are Geography, History, Science, Society, Technology and the Arts. Each of these will take you to further sub-menus that become more and more specific until you reach the articles themselves. An article is an entry on a given subject and not only contains text, but has pictures and hotlinks to other articles as well.

The FactFinder is basically the search engine of the program – you can type in any word and ask it to search articles for each occurrence. When you get to the article, the keyword will be highlighted each time it is mentioned in the article and you can skip from one mention to another. It is also possible to extract text from articles. The Picture browser is simply used to view pictures.

However, it is not only the excellent way this CD-ROM is organised, it's the little extra touches, such as the friendly-sounding American voice that explains its functions and the ease with which you can navigate through the encyclopaedia. In short, if you have a CD-ROM drive and the vaguest of interests in the planet, then get this CD.



These buttons are used to navigate through articles.

Find out about the place we all live in – get the Grolier encyclopaedia.

94%

Round-up

Makin-Musik

CD Exchange ■ 01603 261060 ■ £24.99

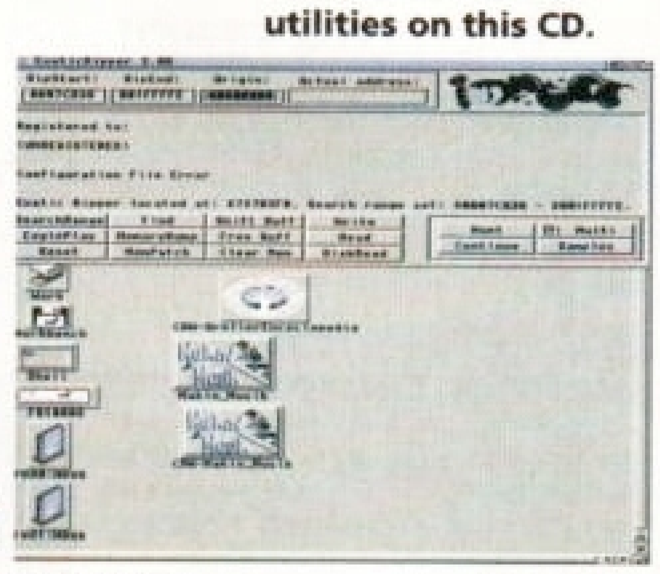
Makin-Musik is, rather unsurprisingly, a CD full of files and tools for making music on your Amiga. The disc contains several sequencers and composing programs, including demo versions of *OctaMED 6*, *Aural Illusions*, *MusicX* and *NotatorX*.

There are also several utilities for editing samples, ripping them and handling Midi files – not to mention the biggest collection of AudioCD players around.

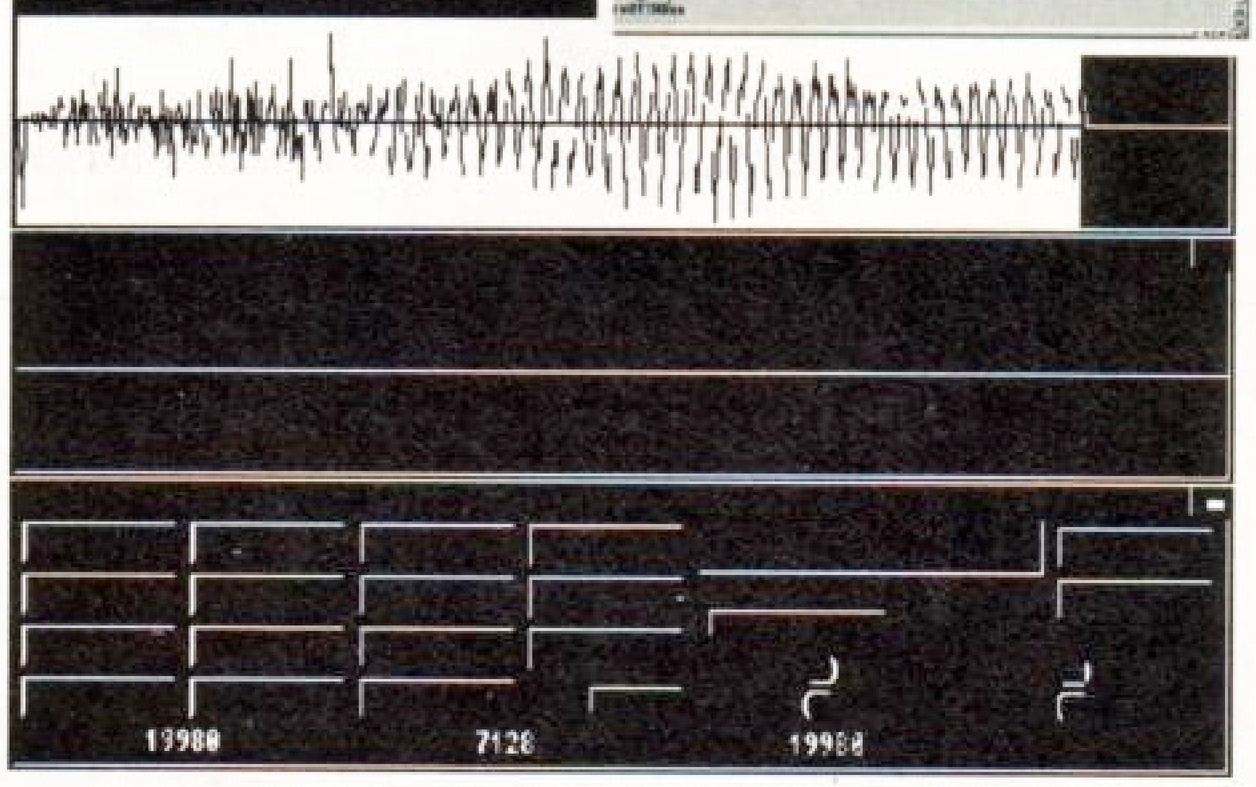
However, the thing that really makes this collection special is an enormous collection of top-quality sounds from Akai, supplied in both 8-bit IFF and 16-bit Wav formats.

The instruments included cover all of the ones I have ever heard of (and plenty I haven't, including some nice Japanese, Chinese and Indian ones).

If you are looking for a CD for creating music, you'll be hard pressed to find a better choice.



This is one of the many musical utilities on this CD.



As well as several PD music programs Makin-Musik also has demos of several commercial programs, such as *Aural Illusion*.

Making sweet music on your Amiga has never been easier.

92%

ZOOM

ACTIVE SOFTWARE ■ 01325 352260 ■ £19.99

This CD could best be described as an old-style PD CD-ROM, but this hasn't stopped it from having a bang up to date and innovative interface. Well actually it's quite simple, all you have to do is scroll down a list of the disks from the library. Clicking on a disk will bring a description of its contents. If it sounds interesting, you can un-DMS it by clicking on Extract.

The content is quite varied as the disc covers the combined software of Active Software and Ground Zero libraries during the December '94 to July '95 period. This is a good buy for anyone wanting to get their hands on a huge chunk of recent Amiga PD.





83%

EPIC MARKETING
AMIGA SOFTWARE

☐CTG5-3. CATALOGUERS
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BLACK

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Amstrad DMP4000 .... £3.66
Amstrad PCW 8256/8512/LQ3500 .... £3.00
Amstrad 9512 .... £3.50
Citizen 120D/LSP10/Swift24/9 .... £2.85
Epson LQ 100 .... £4.10
Epson LX80/86/90 .... £2.50
Epson LQ400/500/800/850 .... £3.45
Epson FX/MX/RX80/LX800 .... £3.45
NEC Pinwriter P2200 .... £3.50
Seikosha SP 1200/1600/2000 .... £4.00

BLACK

Panasonic KXP1123/1124/1140 .... £3.30
Panasonic KXP1080/1180/90 .... £3.30
Panasonic KXP2123/2180 .... £4.00
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Star LC200 .... £3.50
Star LC2410/24200 .... £3.00

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Citizen Swift 24 .... £12.99
Panasonic 2135/2123/2180 .... £13.99
Star LC10/20/100 .... £7.00
Star LC200 .... £12.30
Star LC2410/24200 .... £12.50

Add £2.00 p&p

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Workbench

Life is full of mysteries and the Amiga is certainly no exception. Graeme Sandiford knows all about the quiet strength and willfulness of his "favourite" machine. So, send your queries to Workbench, *Amiga Format*, 30 Monmouth Street, Bath, Avon BA1 2BW.

SURFER DUDE

1. I want to be a 'Net-surfer', but I have limited funds and need a cheap modem. Yep, you guessed it, what shall I buy (for about £100)?

2. What is my local BBS (B'ham)?

3. On the TV they say their e-mail address is Compuserve whatever @ blah, blah, blah. Does this mean I can only contact them on Compuserve or can I use my local BBS?

4. Should I join CiX or Compuserve, as well as my local BBS? I only really need it for sending e-mails and sending/receiving faxes (and for a bit of fun).

5. What are the phone bills like (BT) compared with the local BBS and CiX/Compuserve. Does it cost per minute or according to how much data you load?

6. Can I put my own stuff on the BBS or CiX/Compuserve?

George
Birmingham

What? Another person trying to get on the Net. When will it all end – I already get enough grief from my mum trying to get on all the nursing newsgroups? Well if you do insist on joining the information superhighway, then the first thing you'll need to bear in mind is that faster is better and nearly always works out cheaper in the end. Faster modems usually pay for their initial expense quite quickly through reduced phone bills.

As it happens, we'll review the Harmony modem from OnLine PD next issue. Not only does it operate at 28,800 bps and supports the V.34 protocol, it also comes with a nice bundle of software to get you started in the world of comms, which is rare because most modems only come with PC software. You might also like to check the box overleaf, explaining what you need to get access to the Web.

2. I have no idea.

3. I'm afraid it is most unlikely that you'll be able to contact them through your local BBS. Compuserve offers both Internet access and e-mail. The fact that Compuserve's name is in the address simply identifies them as the providers for the company. CIX also has an e-mail service as do all Internet providers – all can be used to send e-mail to any address.

4. Joining CIX or Compuserve as well as BBS is necessary if you want to connect to the Internet. CIX doesn't have as many Internet services, but if you simply want to send e-mails, you are probably better off subscribing to CIX, although many BBSs also have Internet mail capability.

5. A phone bill is a phone bill – the only difference is where you are calling. You may get charged for downloading files by the company as part of your subscription. For example, Compuserve offer a range of services, some of which cost more than the standard ones.

6. Yes. It is viewed as particularly bad form, especially on BBSs, to download stuff without uploading anything (known as "Troughing"). This is understandable as they rely on people uploading things to keep them going – if no one uploads anything, there will be nothing to download. CIX and Compuserve also have file areas where you can upload files and there are plenty of conferences to air your opinions.

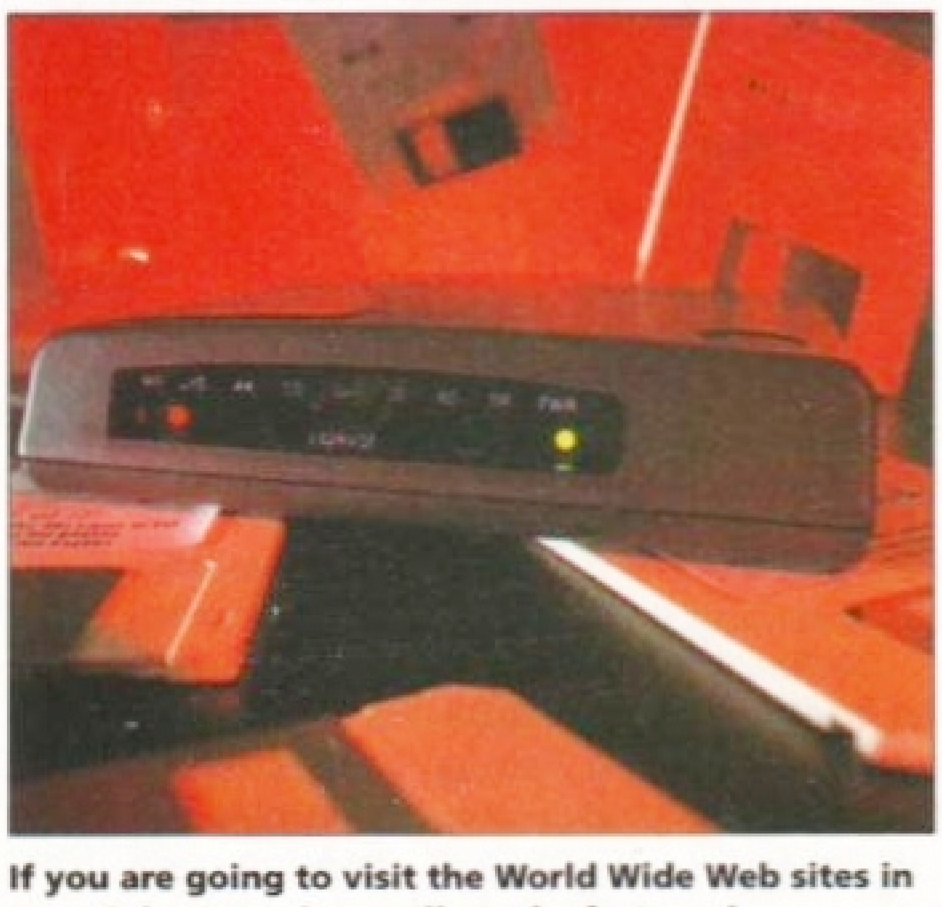
FLICKER FIXERS

I have seen advertisements for a Flicker-fixer for the A4000 from Power Computing.

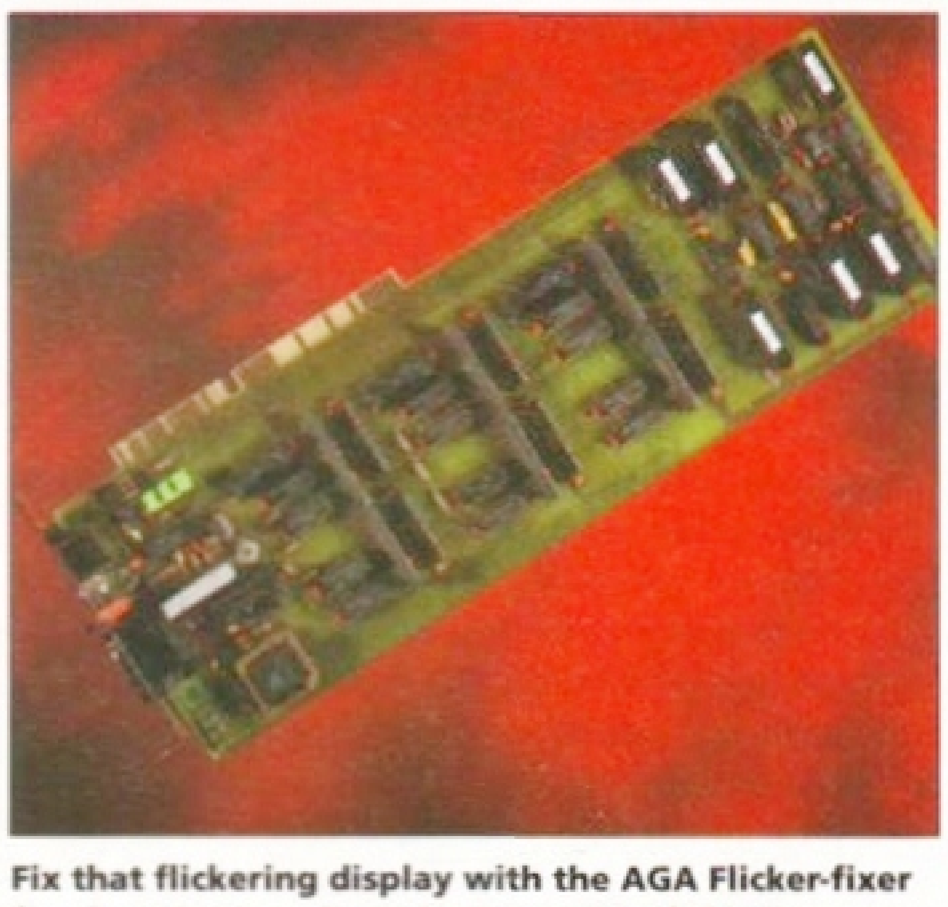
Does a Flicker-fixer double the scan rate of all Amiga screens so that an SVGA monitor can be used?

Do the programs run oblivious to what is

Continued overleaf ➡

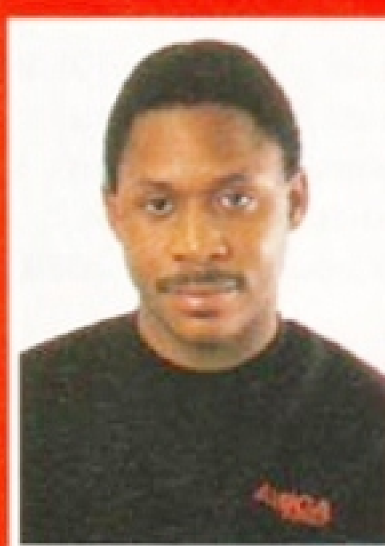


If you are going to visit the World Wide Web sites in your Cyber travels, you'll need a fast modem.



Fix that flickering display with the AGA Flicker-fixer for the A4000, reviewed on page 95 of this issue.

IF YOU HAVE A QUERY...



Graeme Sandiford

At *Amiga Format* we aim to answer as many questions as possible. Unlike some magazines, we don't just concentrate on our areas of expertise – we take on all your problems (as long as an Amiga is involved). Here are a few tips on sending in questions:

- Be concise.
- Detail the actual problem as best as you can.
- Describe the events that caused the problem.
- Give full details of your equipment.
- Make sure your question is relevant and wouldn't be more easily solved by contacting the dealer from whom you bought the goods.

Bear these points in mind and fill in, photocopy, or copy the form below as best you can.

Send your letters to Workbench, *Amiga Format*, 30 Monmouth Street, Bath, Avon BA1 2BW

Your Amiga:

○ A500 ○ A500 Plus ○ A600
○ A1000 ○ A1200 ○ A1500
○ A2000 ○ A3000 ○ A4000

Kickstart version:

○ 1.2 ○ 1.3 ○ 2.x ○ 3.x

Workbench revision:

○ 1.2 ○ 1.3 ○ 1.3.2
○ 2.04/2.05 ○ 2.1 ○ 3.0

Total memory fitted ____________

Chip memory available ____________

Extra drive #1 (3.5in/5.25in) as DF: manufacturer: ____________

Extra drive #2 (3.5in/5.25in) as DF: manufacturer: ____________

Hard disk: ________ **Mb as DH** ________

Manufacturer: ____________

Extra RAM fitted – type, size (Mb) and manufacturer ____________

Details of other hardware: ____________

SPEED DEMON

I have been thinking of buying an accelerator for my unexpanded A1200 and I have a few questions I hope you can help me with:

1. Will *TFX* run smoothly on a 28MHz 020 accelerator with 4Mb of Fast RAM, or would it need an 030 accelerator to get the best out of the game. Also, would *TFX* benefit from an FPU?

2. I use my A1200 mainly for word-processing work and playing games, plus a little graphics work and I was thinking of getting either an Apollo 1220 with 4Mb of Fast RAM or a Blizzard 1220/4 Turbo with a 68882 PLCC type FPU, 25/33 MHz – which would you recommend?

3. What is the difference between a 68881 and a 68882 FPU and does it make a difference whether they are PGA or PLCC type?

4. I am also thinking of getting an IDE hard drive; what it the minimum memory you would recommend as I have limited funds. I will need to put Workbench, *Wordworth 2*, *Deluxe Paint IV AGA*, *TFX* and *Sim City 2000*.

Craig
Berwick-Upon-Tweed

1. Playing *TFX* with a 1220 28MHz accelerator is quite smooth, although it is a lot smoother with an 030 and a FPU.



Yep you've guesssed it, it's another question about *TFX* and A1200 accelerator cards.

2. There is actually very little to choose between these two boards, they give similar performances and are about the same price.

The Blizzard has better build-quality, but is a bit more expensive. If the Blizzard has an FPU and the Apollo does not, then you'll probably be better off with the Blizzard.

3. 68882 FPUs are faster than 68881 units in much the same way that a 68020 is faster than a 68000.

Essentially there is no difference between a PGA and a PLCC FPU – the performance is the same, it is just that they require different interfaces.

The PGA has several pins that need to be inserted, while the PLCC has none and can be inserted straight into a socket.

4. 2Mb should be enough to deal with most of the uses you've mentioned above, although the majority of boards at the moment are supplied as standard with 4Mb.

If by memory you mean disk space (tsk), then you should be looking at a 250Mb drive at the least – you'll soon run out of space, believe me..

being done to their output or do incompatibility problems arise with games and poorly written programs?

I have an expanded A1200 – would it be possible to design a box that plugged into the RGB port of my Amiga and doubled the scan rate of the picture and display it on a standard PC monitor?

Could such a device run independently of the Amiga so that games would play (is that what a Flicker-fixer does?) – the electronics in the box would not interact with the Amiga, only affect the video signal once it left the machine? (And why can't it sell for £35?)

Peter Tomkies
Manchester

Funny you should mention this, we've reviewed the AGA Flicker-fixer this month (page 95).

What you have said is essentially correct – it does double the scan rate of the output from the Amiga while de-interlacing it. Programs and games should work as before because the modes afforded by the board are those native to the Amiga.

Most modes are simply by-passed and outputted with little or no modification.It is indeed possible to create such a device, but it is unlikely in the extreme that £35 will even begin to pay for the development and production costs.

SIMMPLY MARVELLOUS

I own an Amiga 4000/030. My user manual states that I can add 4Mb SIMMs (Fast RAM). Do you know if I can add 8Mb SIMMs? (i.e. will they be recognised and used as 8Mb SIMMs)? At present I have 2Mb chip and 16Mb Fast consisting of four 4Mb SIMMs. If I could add 8Mb SIMMs I could achieve 32Mb Fast... would this work?

David Plumley

Yes adding four 8Mb SIMMs will give you 32Mb of Fast RAM. However, it is not possible to mix and match SIMMs of different sizes.

SERIAL LINKER

1. I will hopefully, soon be acquiring a PowerMac 5300. It comes with a quad speed CD-ROM and hard drive etc.



Although they're not my cup of tea, *Gloom* is, in my opinion, the best of the Amiga *Doom* clones.

I was wondering if I will be able to run a serial cable from one to the other, so that I can use the CD-ROM to get PD software. Will I be able to do this?

If so what kind of hardware and/or software will I need?

2. I am still looking to expand my A1200. So I am wanting to get some more RAM, possibly an

GETTING ON TO THE WORLD WIDE WEB

I remember the good ol' days of communications technology, when nerds ruled and mentioning FTP sites to most people would get you a puzzled look. Now things have changed and just about everybody is into the Net and has their own e-mail address. There is someone to blame for this – the World Wide Web. The Web's GUI-based method of operating has made the Internet accessible to anyone who knows how to use a mouse.

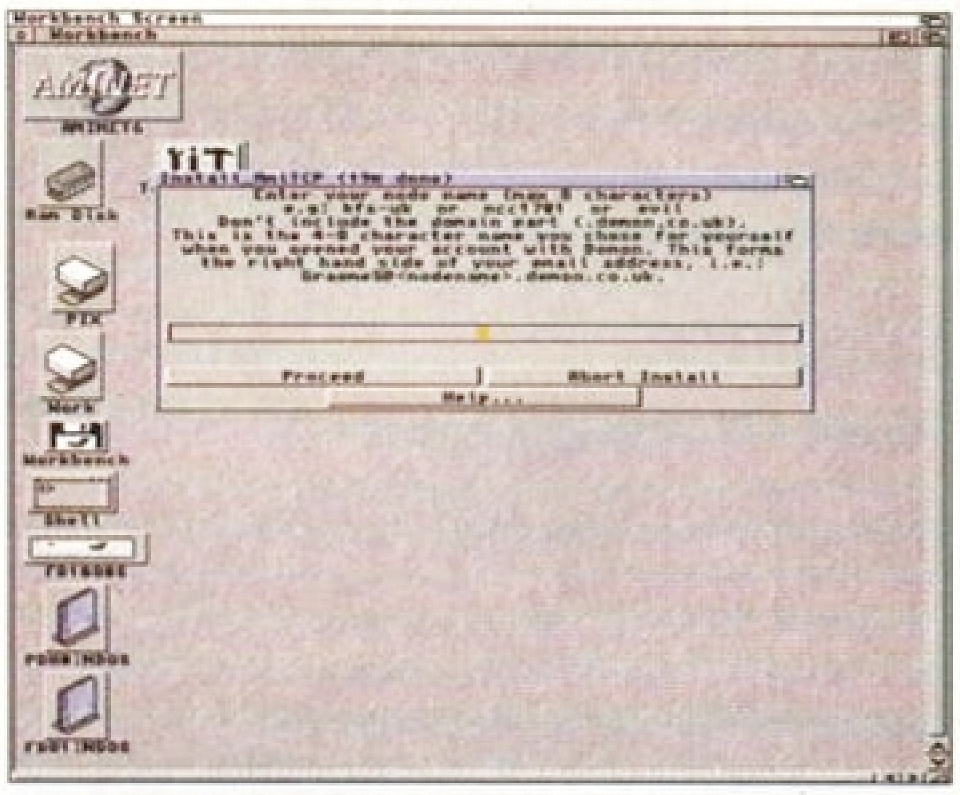
However, despite the ease-of-use of the Web, connecting your Amiga is seen as a little more complicated. In fact, getting your Amiga on-line is not really that complicated a task and the rewards for doing so are worthwhile. In order to give you an idea how easy it is, we're going to take you through the process and tell you what software and hardware you'll need.

The first thing you'll need is an Internet service provider. One of the most popular service providers with Amiga-users is Demon Internet Services who can be contacted on 0181 349 0063. After opening an account with Demon you'll obviously need a modem with which to connect your computer to the Internet.

If you are going to be browsing the Web you'll need to get as fast a modem as possible as its graphical nature means that a great deal of data needs to be transferred – a 14,400 bps model should be considered the minimum, while a 28,800 is more desirable.

On the software side, you'll need the *AmiTCP* and the programs that accompany it – this can be obtained from a PD library such as On-line PD who do a special ten-disk pack of Internet software that includes plenty of useful programs. You will also need a normal comms package to log on to Demon, obtain your IP address and set your password.

Once that's done you can begin the installation of *AmiTCP*. The installation script will ask you questions about your computer, modem and yourself – so make sure you're clued up about your setup and read the scripts'



Before you can go on-line, you'll need to install *AmiTCP* and provide it with your IP address.

help text if you are confused. You'll also be asked for your POP – the place you dial to log on.

To find your nearest POP, have a look at the list. Don't worry if the POP you want is not on the list of installers because you can change the number to be dialled by editing the file amitcp:db/dialscript. To find a POP near you,

accelerator as well. I have my eye on maybe the Power Viper cards or any of the range of RAM Cards. I am looking to spend around £100-130 to begin with. Help!

3. I will be buying a new game in a few weeks – a *Doom* clone, because I'm addicted on my friend's machine. Now, I know the main contenders are *Alien Breed 3D*, *Fears* and *Gloom* so which do you think is going to be the best. (Please don't say you've just reviewed them all this month, what a fool I must look like).

4. An idea for Escom-Commodore-Amiga-International to use. They should sign up the PD programmers of utilities such as MagicWB and MUI to produce even better software. I use *Super Dark* and a little programme called *ARq* all the time. The Amiga gave birth to PD, I think it's about time that PD brought the Amiga back from the edge.

Alex Williams
Herts

1. Indeed you can connect an Amiga and a Mac via the serial ports using a null-modem cable. However, this will need to be done through communications software since there are no Mac-to-Amiga networking packages that we are aware of.

This will not enable you to access drives connected to either machine, as with programs like *Parnet* and *Sernet*. You will be able to access Amiga CD-ROM on your Mac and then transfer them through the serial link.

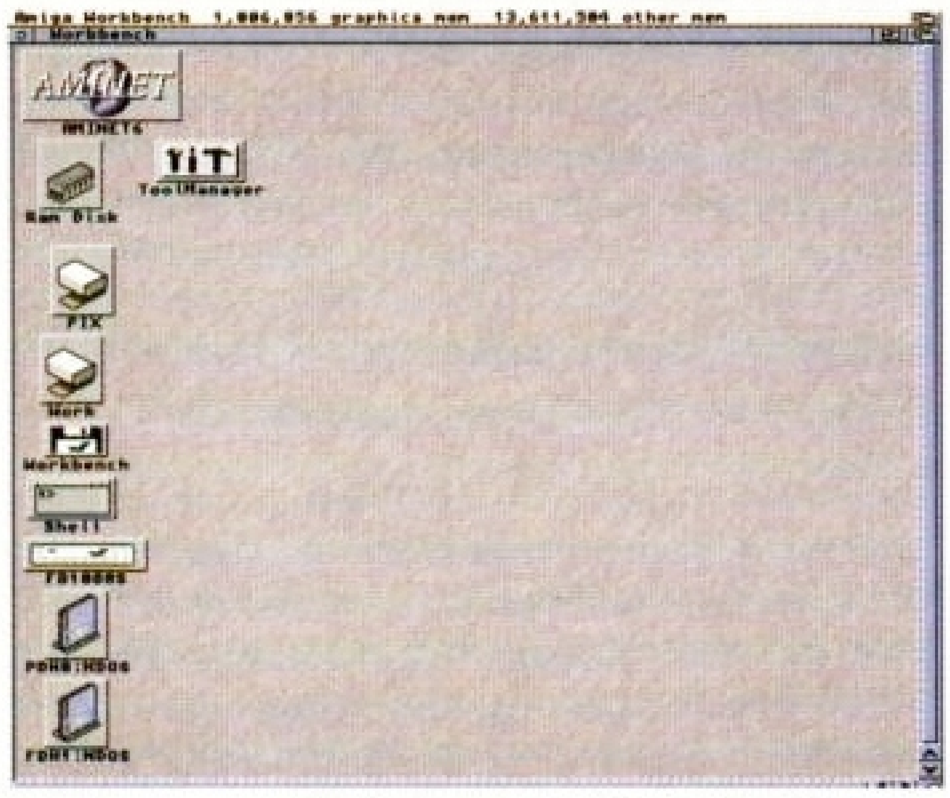
2. I'm afraid it's a bit hard for me to advise what board you should get since I've no idea what you'll be using your machine for.

The best thing you can do is have a look through the ads in *Amiga Format* and try to find a board that meets your needs best for the least amount of money.

If you intend to do a lot of graphics work or play processor-intensive games then I vote for an accelerator.

3. I'm afraid games are not my field of expertise, but for my money – bearing in mind that my opinions are not necessarily those of the magazine – *Gloom* seems the best of those I've seen.

4. Er, yes.



Here's an example of a Magic Workbench backdrop. You should have no trouble using it if it's an IFF.

IT'S MAGIC

I have an A1200, with a printer and 420Mb IDE hard drive. I have just purchased Magic WB and its Icon Archives. It's a brilliant package and I've already begun to update my WB.

The problem I got was when trying to load in the backdrop Sys: Prefpatterns/Marble-classic, I got an error message saying that the 'file does not contain graphics', but it does since I've loaded it into *DPaint* IC. I have had the same problem with other images (all filetype ILBM).

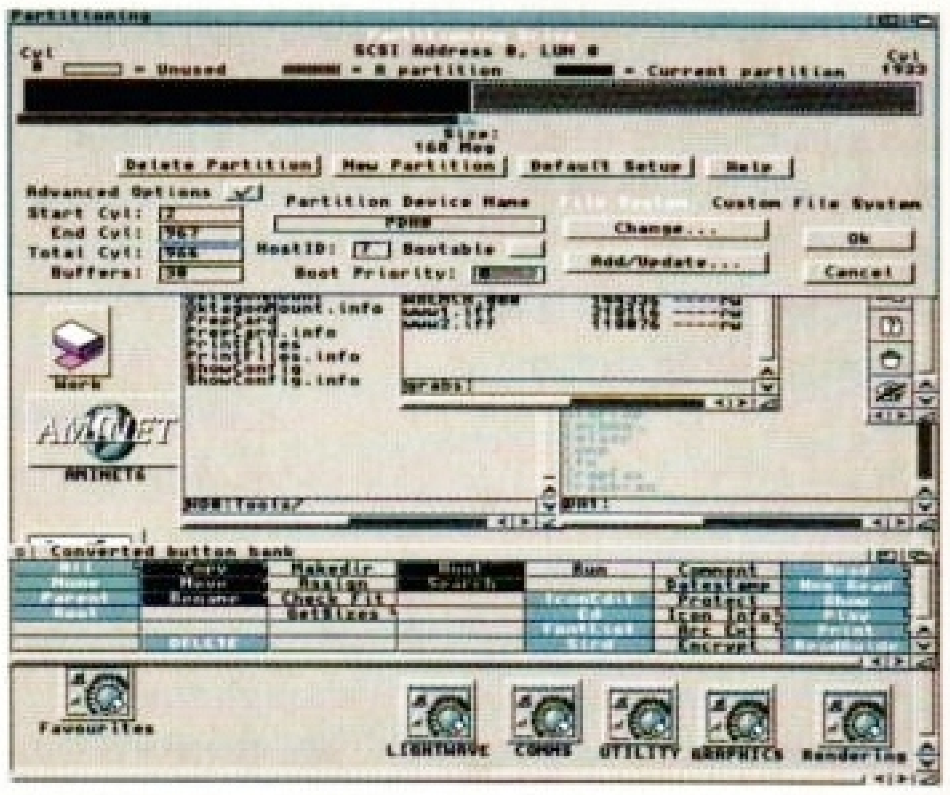
My other problem is concerned with the icon archives, they are all .lha, and did not come with an unpacker. I've tried *DOpus* v4's extractor, but it doesn't work. Any ideas?

David Corbett
West Midlands

That is a bit bizarre, the images are intended for use with Workbench, but you might want to check you still have the IFFParse.library on your hard disk. If this doesn't help, check that your DataTypes are okay – there should be a datatype.library, an IFF DataType in your Devs:DataTypes/ directory and in Workbench:classes/DataTypes.

LHA files are actually file archives, which is essentially several files compressed in size into a single file. While in this state they are highly compact, but can't be used as usual as with files that have been packed.

To use these files you will need to de-archive them using the archiving program *LHA*. It can be obtained from any PD library and is an incredibly useful program to have around.



Creating a PC partition is not for the faint-hearted, but it is not as difficult as most people fear.

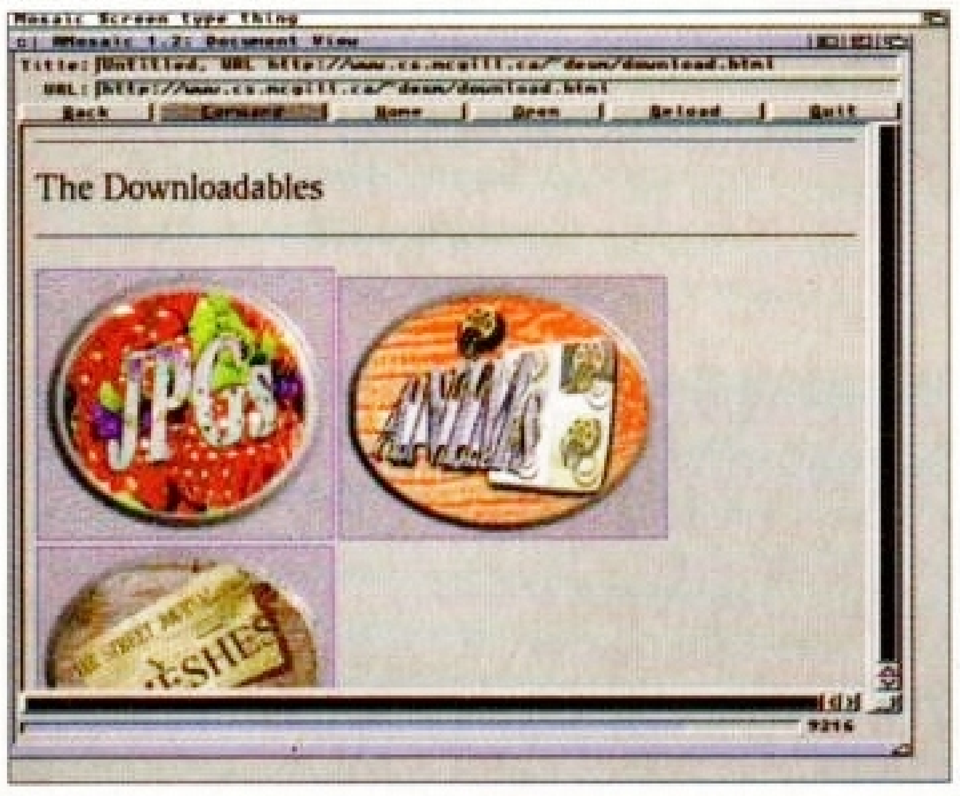
PARTITION BLUES

I have been using PC Task version 3 for some time, but have always had it set up using a hard disk file rather than making a partition on my HD especially for it. However, after reading Roger Denby's review in *AF74* where he said that the emulation works much speedier from a partition I was very tempted to produce such a partition on my HD. The only problem is that I haven't got a clue where to start.

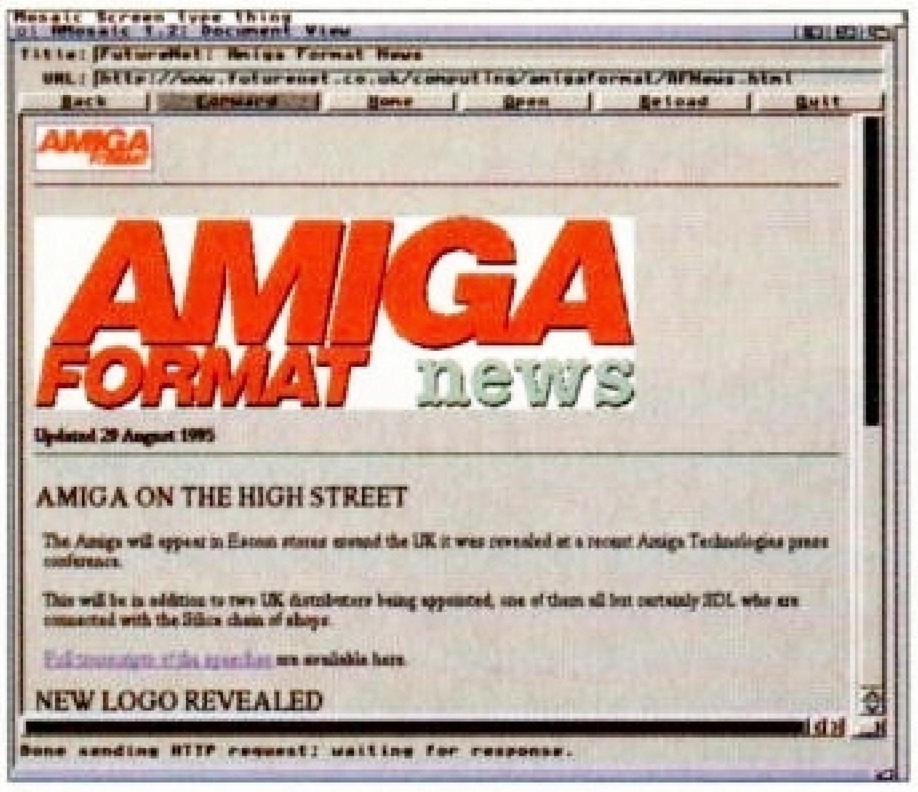
Actually that isn't completely true, but I don't fancy tinkering with something that I'm not completely sure about and I feel that the manual is a bit too vague for me in this area.

For instance in section 5.6 the manual suggests changing the HD's DOS type. Considering I wouldn't know a DOS type from a hole in the ground, I thought I had better hang fire!

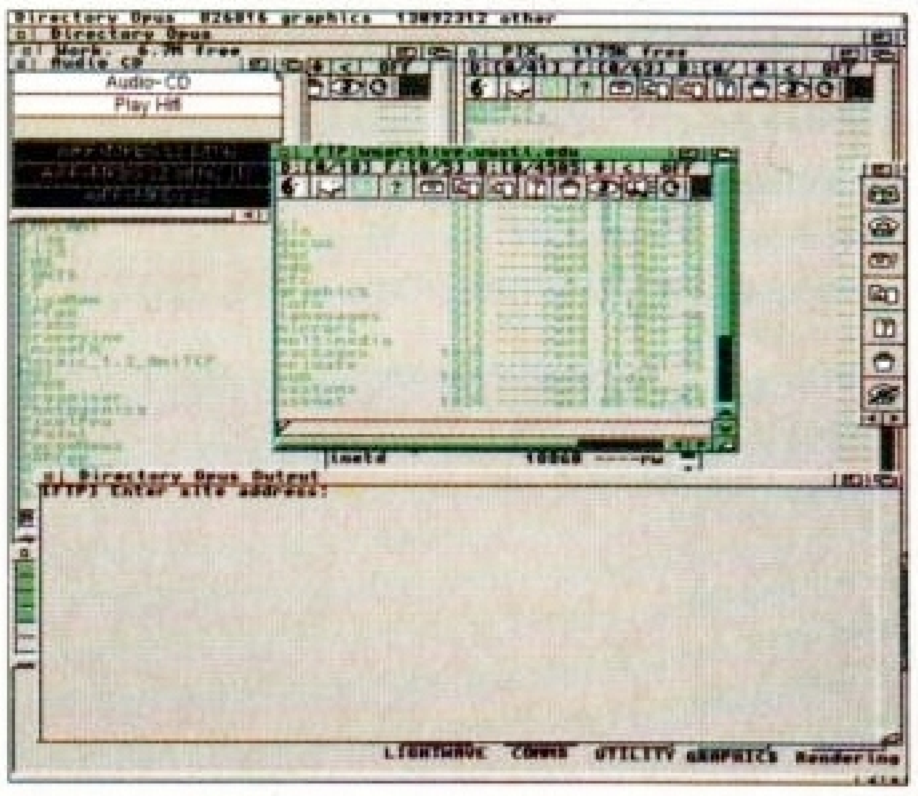
Continued overleaf ➡



This colourful image illustrates why there is a need for a fast modem when browsing the Web.



Help *Amiga Format* get ahead in the Futurenet access charts – visit http://www.futurenet.co.uk.



There's plenty of Internet software available for the Amiga – even *Opus 5* is getting in on the act.

have a look at the list at the end of this month's Workbench (page 118).

Right, now we've sorted *AmiTCP* out the next thing we need is a Web-browser. At the moment the most popular one is *AMosaic*, but others are being developed. *AMosaic* requires at least an 2.04 machine, but an AGA machine with a minimum of 2Mb of RAM and a hard disk are recommended.

If you wish to view pictures, you'll also need to install the ZGIF DataType. Using the program is dead simple – just link up and point and click your way around the Web. It is also possible to use *AMosaic* to log on to FTP sites and read articles from newsgroups. However, it is recommended that you also get specialist software for these tasks and there is no shortage of new programs coming out – there is even a FTP module for *Directory Opus 5.11* on this month's Subscribers' Superdisk. Well that's it – so what are you waiting for, get on-line!

Therefore, would it be possible for you to advise me on how this should be achieved, with the minimum of trips to the smallest room in the house! I have included as much information (on the back of this sheet) as I can think of on my setup and I was planning on mounting a partition 50Mb in size.

Mike Malone
Manchester

You'll be pleased to know that, while complicated, formatting a PC partition is not as difficult as you might think. Although there really isn't space to go into the whole process, I will explain the difference between creating AmigaDOS and MS-DOS partitions.

You actually touched on the main difference – that of setting the correct DOS type. To do this you have to use *HDToolBox* or similar (the software that you'll be using to repartition your drive). After running *HDToolBox* click on partition drive – this will bring up another window that will enable you to specify the size and number of partitions you want for the selected drive.

Clicking on the advanced options button will bring up several new options; among these you'll find two for altering the file system to be used on the new partition. The button you need to select is Add/Update…, this will take you to yet another screen. There are three buttons on this screen; you need to click on the first one – Add New File System.

If you already have CrossDOS up and running, you should be able to type in L:crossdosfilesytem and pressing return. Another requester will then appear asking for the DOS type for the filing system; enter 0x4d534800 – the figure in the manual – and click on OK.

You should now continue as you normally do when creating a partition, but bear in mind that you will need to mount and format the drive if you want to access it from AmigaDOS. The *PCTask* manual has a mountlist that you can copy or you can use the utility *PCTCrossMount* supplied with *PCTask*.

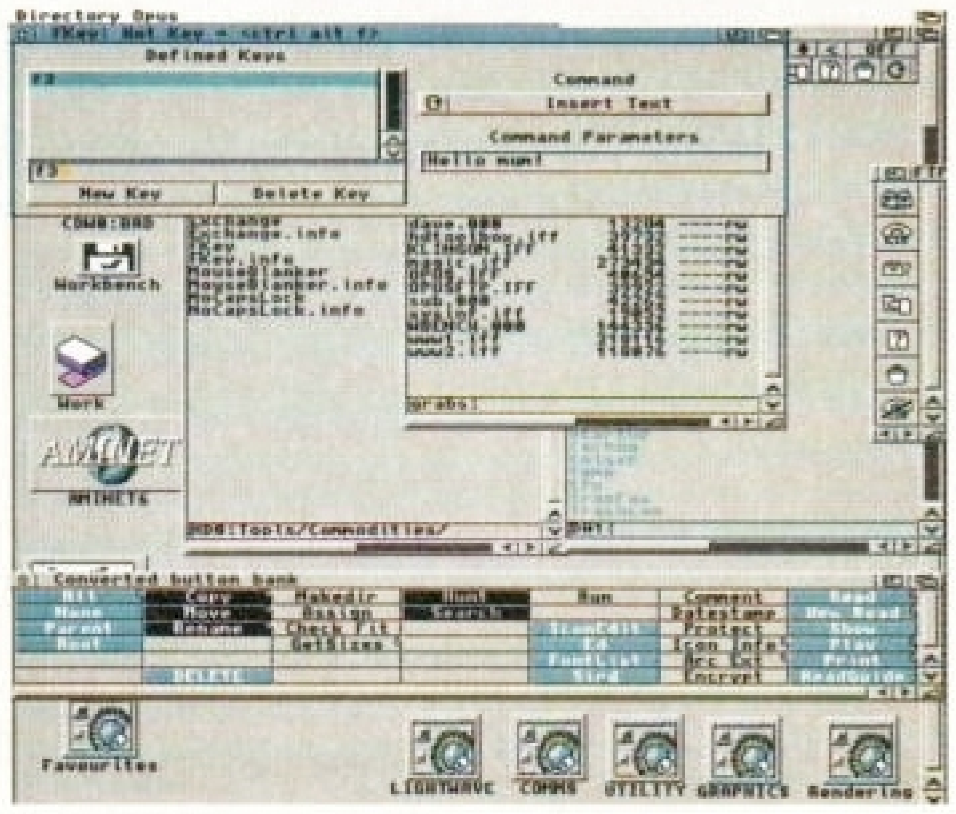
SUBS' DISK WOES

My problem is the Subscribers Superdisk 75 which will not extract to RAM:, giving the following message: "This version of LZX requires at least 68020. Please use the special 68000 version of LZX".

I am sure that the disk is working properly, but evidently I am not!

Equipment used: poor little A600, WB2.0, 1Mb trapdoor memory, (2Mb overall). Please make any advice very clear, because I am an elderly newcomer to things computing and still approach the machine with trepidation. Many thanks for any help you can give – I'll quite understand if you are unable to answer letters.

John Sartoriks
Wirral



The Workbench 3+ commodity *FKey* can be used to assign a variety of functions to your Function keys.

I'm afraid your trust is quite misplaced, as I'll have to come clean and admit that I made a goof with the Subscribers' disk 75.

Unfortunately, just before the deadline for the 75 disk it was decided to go with the LZX archiving system rather than LHA. In my haste to meet the deadline, I included the version of LZX that I use on my machine, forgetting that it was the 68020+ version, resulting in the problems experienced by A500 and A600-users.

Sadly, due the time-difference of printing the magazine and the next Subscribers' disk deadline I was not aware of my error until disk number 76 had already gone.

Right, enough of the pathetic excuses, the good news is that issue 77's disk is fine and should work with all machines. In the meantime, to fix your disks you can copy the version used on disk 72a. To do so, insert the disk and type the following line while in Shell:

copy AF72a:LZX to Subs75:c

For subs disk 76 simply replace 75 with 76.

The disk should now work properly with 68000 Amigas.

FKEY DILEMMA

1. I have tried using the 'FKey' option in Workbench 3.0. The FKey window appears, but I do not know how to insert the key sequence in the string gadget, I have tried pressing the 'Alt' key and then the 'F1' key, but nothing appears. I would like, if possible, a dummies' guide to using the 'Fkey' commodity.

2. I have recently got my hands on some MS-DOS disks that were used by my girlfriend at university. I had no problem using the 'Cross DOS' commodity to read the files, but I would like to know if it is possible to format these disks to standard AmigaDOS disks.

3. I recently became a subscriber and *AF74* was my first issue. On the Subscriber Superdisk there was the 'Angel Imagine Object'. I have no problems loading this into *Imagine* and I copied all the files to my hard drive.

The problem arises when I try to render the project – *Imagine* starts to load the objects and then a requester appears asking me to insert the disk 'ModelsDisk2". I have tried reapplying the brush maps to the object in the Attributes requester, but this does not solve the problem.

Neil Conner
Northumberland

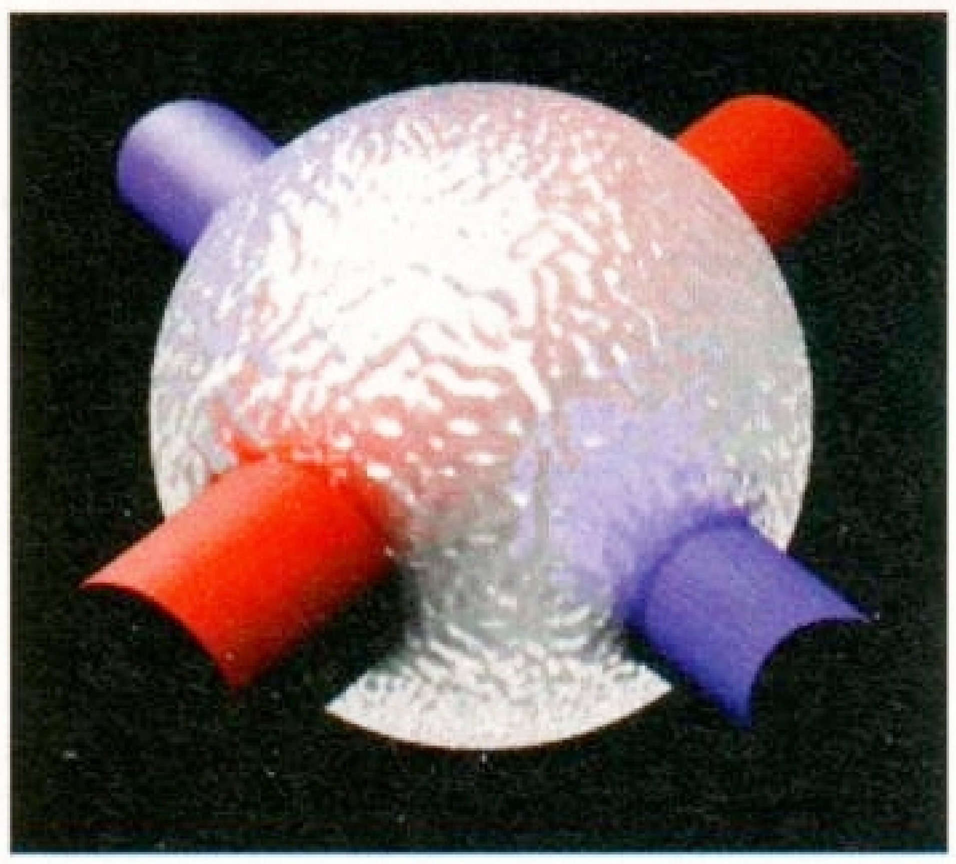
1. The FKey is a great commodity that is often over-looked in favour of PD programs that do similar things. Unfortunately, though, it is limited to use with the Amiga's standard Function keys – F10 to F10.

This means that you can only assign actions to Function keys and those combined with pressing Shift. To enter a key, you simply need to type in its number; for example "F" "1".

You should then be able to assign several functions to the keys, including several window and screen options, inserting commonly used text strings, running programs and executing ARexx scripts.

2. Neil, I hope you don't intend to format over any lovingly-typed letters – you unfeeling brute! Although it goes against my principals as a caring man of the 90s, I'll tell you how. When a PC disk is inserted, a second disk icon labelled DF0:??? or DF0??? will appear, simply click on this and choose format from the icon menu.

3. That sounds a little odd – if you've copied the textures to a different directory and changed the path accordingly in the Attributes requester you should have no problems. I suspect that you may be in Group mode instead of Object mode – to switch to Object mode, press (right-Amiga) (keypad 2).



A couple of Subs disks have caused problems, but that is all fixed now. This R3D object is on this month's disk.



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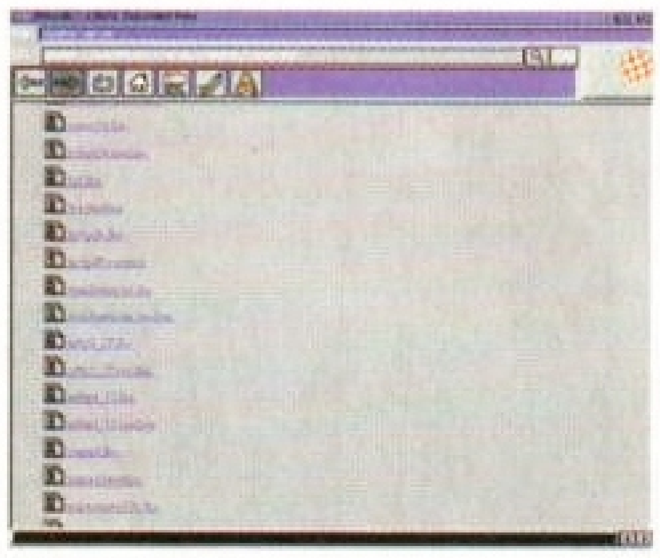


Amiga.net

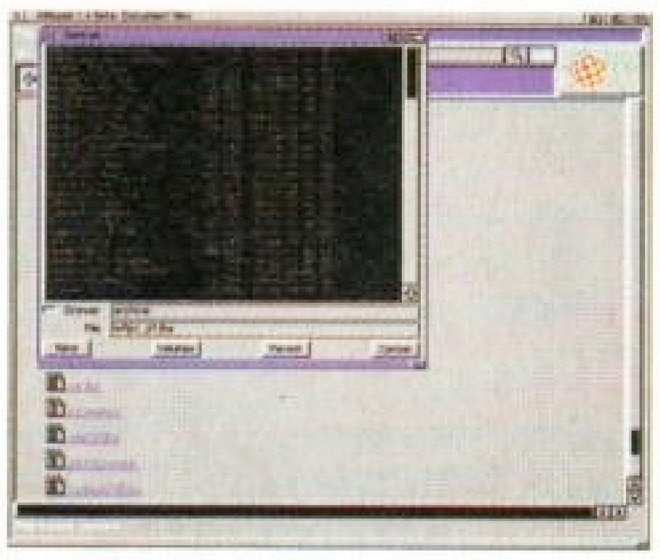
Know It All

Darren Irvine takes a look at the Internet Gophers and their useful friend Veronica.

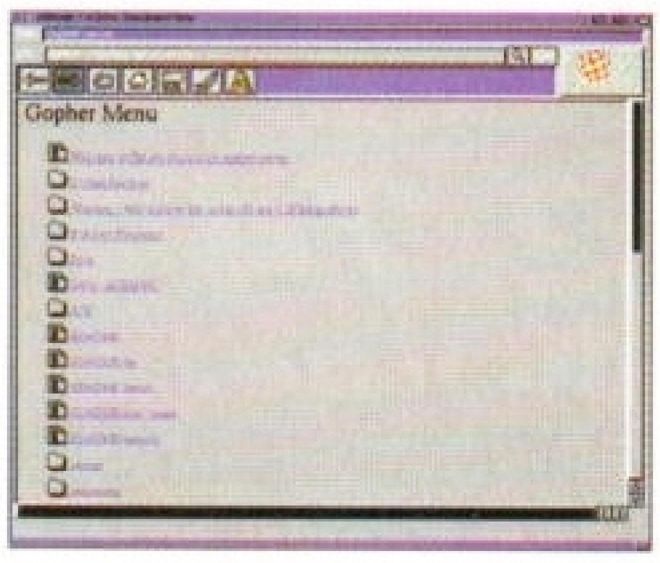
E-mail us on...
amformat@futurenet.co.uk
Please make sure you mark the relevant subject in the subject line (Letters to the Editor, Workbench, Backstage etc.).



I'm using Gopher here to browse the Aminet mirror held at the Imperial College in London.



Downloading a file using Gopher is as simple as clicking on it, waiting a while and choosing where to save it.



AMosaic can be used to present a slightly more user-friendly interface to Gopher.

If you use the World Wide Web, you may have come across pages that look unusual and have the word "GOPHER://" at the start of their URL, instead of the usual "HTTP://".

RUMOUR MILL

After last month's (now seemingly correct) rumour concerning the *Juggler* Web browser, browsers seem to be sprouting like sprouty things on a fresh spring morning. As well as the next version of *AMosaic*, and the aforementioned *Juggler*, browsers such as *IBrowse* (cringe), *Weblink*, and the bizarrely named *P'Jami* are also apparently under development.

Which of these proves to be the best for end-users is a matter of considerably heated debate on Usenet at the moment, with the chief consideration seeming to be which of the programmers involved is the biggest git. Also, apparently, if you think *IBrowse* is going to be any good then you're a "pathetic sheep".

What has happened when you see this is that your browser has been diverted off the Web into what is known as "Gopherspace" – the area of the Internet inhabited by Gophers (and Veronica too – but more of that later). But what exactly are these Gophers, and how can you make the best use of them?

WHAT EXACTLY IS A GOPHER

Gopher is a tool invented at the University of Minnesota and was designed to help organise some of the clutter that exists on computer systems.

Instead of having to poke around hopefully, using nasty 1970's style tools like FTP, Gopher organises things into nice, hierarchical menus that can be easily navigated.

Gopher works on the time-honoured Internet method of Client-Server computing – where one computer system acts as the server and dishes out information when requested and the other acts as a client for this information and presents it in a user-friendly manner (at least in theory).

There are thousands of Gopher servers world-wide, but, thankfully, since most of them know about all the rest, navigating round various Gopher sites is almost as seamless as using the Web.

Some Gopher clients require the user to type in the option from each menu that is required and others, such as those available to you as an Amiga-user, operate in the usual point-and-click manner.

Additionally, Gopher has a search system called Veronica which enables you to quickly and easily perform searches on all the menu items on all the Gopher servers in the World.

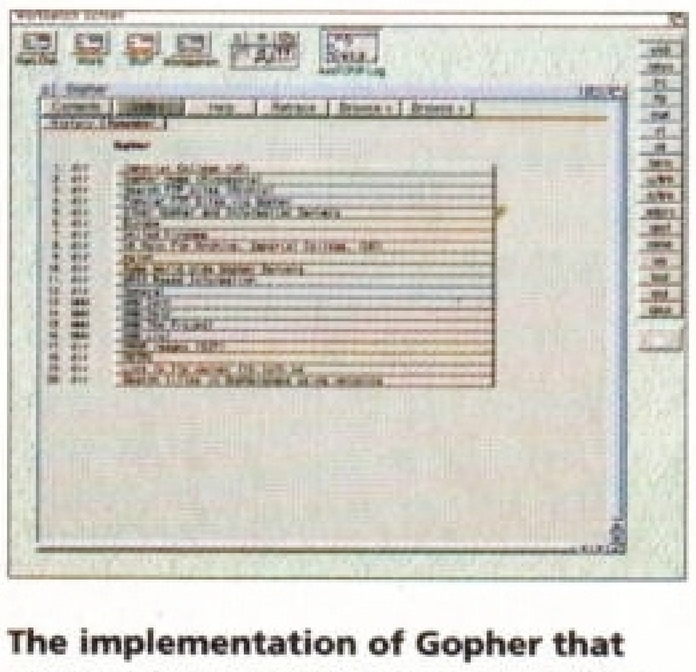
You might be forgiven for thinking that, since any given search might be likely to return hundreds of results, the whole thing might be pretty horrible to use.

However, the cunning thing that Veronica does is to return the results in exactly the same format as a "normal" Gopher menu page. This method of treating search results as if they were normal menu items makes using Gopher extremely user-friendly.

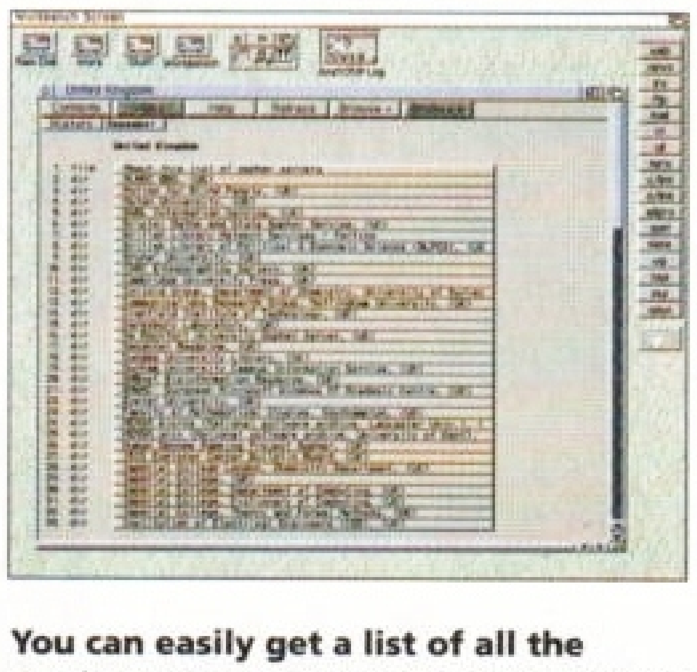
GOPHER ON THE AMIGA

There are three methods of using Gopher on the Amiga (assuming that you have an Internet connection of course).

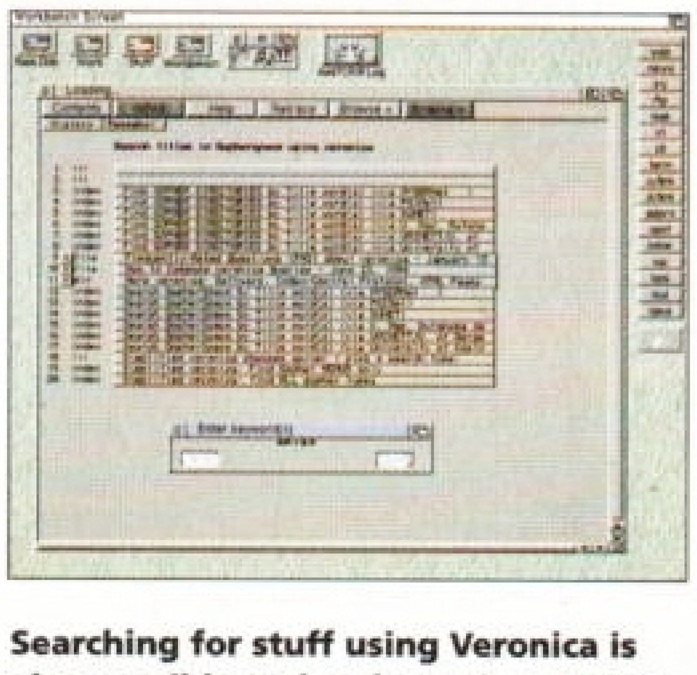
The first involves using Telnet to connect to a public access Gopher site, and is too nasty to discuss here. The second option is to use a program, rather astoundingly called "Gopher",



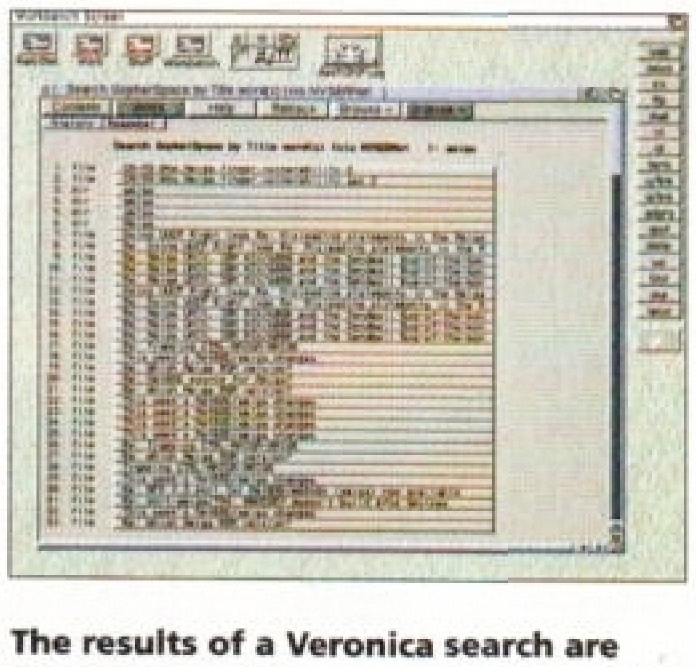
The implementation of Gopher that runs under *AmiTCP* uses AmigaGuide as its method of display.



You can easily get a list of all the Gopher servers in the UK. Then it's just a matter of making good use of them.



Searching for stuff using Veronica is also possible and makes using Amiga Gopher extremely user-friendly.



The results of a Veronica search are presented as if they were just another Gopher menu.

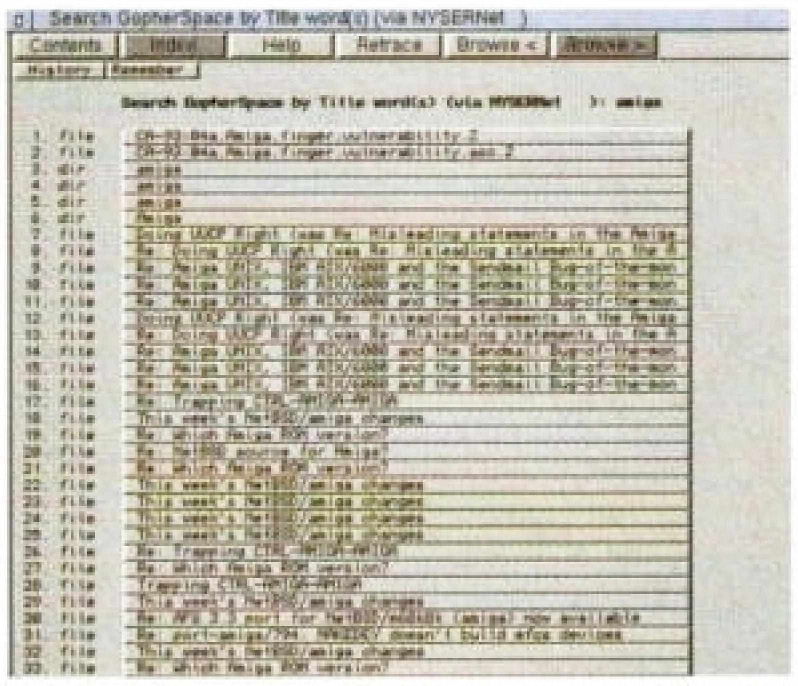
SAD USENET CONTRIBUTOR OF THE MONTH

Although the clammer to port *Netscape* to the Amiga seems to have died down a bit recently, much amusement was bestowed upon the Amiga Usenet community by the offer of one Bartosz Pampuch to port Windows '95 to the Amiga. Despite the fact that:

a) This is an obviously mad idea since no-one actually wants it.
b) Microsoft wouldn't let him do it.
c) It would take so long that Microsoft themselves would probably have finished the next version before he finishes.

Bart is determined to get started, and has asked for interested parties to e-mail their support.

One of the best suggestions to speed up the completion of this project was to develop a program that simply displayed the Win95 boot screen and then crash with an out of memory error – thus providing full Win95 emulation.



The results of a Veronica search (in this case for the word "Amiga") are presented as if they were just another Gopher menu.

which uses AmigaGuide as an interface to Gopherspace.

Sometimes, this is bundled with *AmiTCP* distributions – to see if you have it, simply type "Gopher" in a Shell – if it's there, it'll pop up an AmigaGuide window. If you don't have it, it is available from any of the Aminet mirrors in the "comm/tcp" directory.

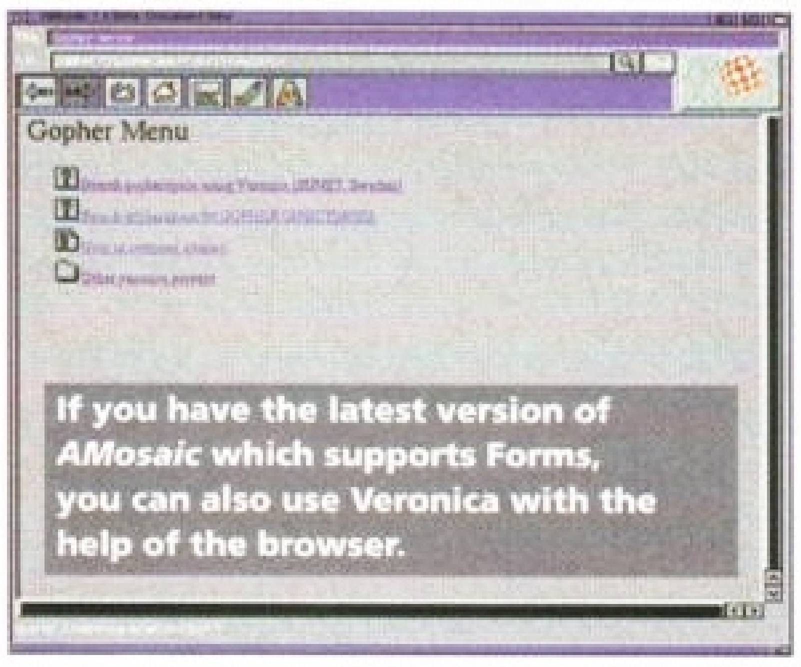
If you can use AmigaGuide, then you can use Gopher using this program. Everything works fine, and you'll soon find yourself getting to grips with navigating Gopher menus and performing Veronica searches.

IT'S THAT WORLD WIDE WEB AGAIN

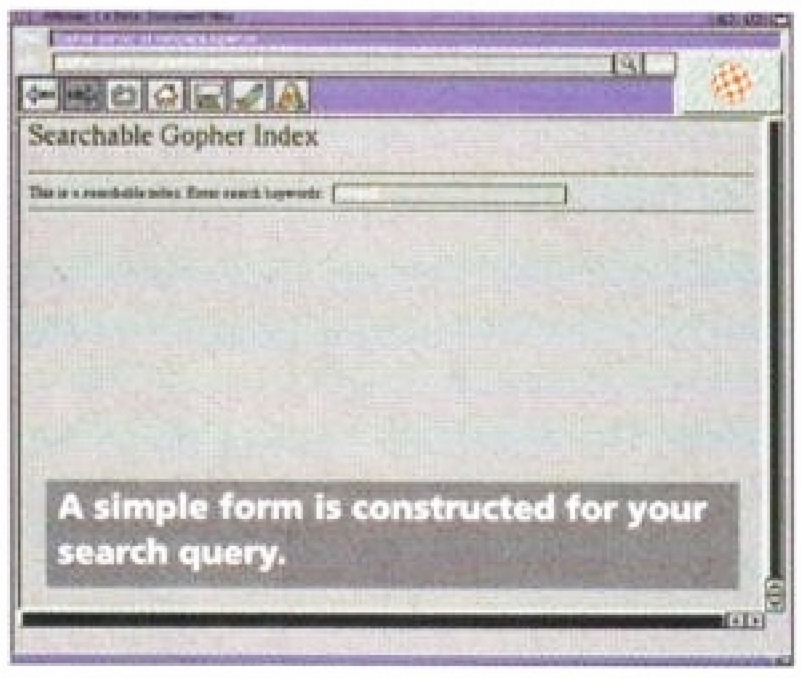
The third method of accessing Gopher on your Amiga, is to use *AMosaic*. To access any given Gopher server, just type in its address preceded by "GOPHER://" in the URL requester and you will have instantly turned your Web browser into a Gopher Client.

Note, however, that to get the most of Gopher you will need to be running at least *AMosaic 2.0 Beta* (actually called version 1.4). This is because this is the first version which supports HTML forms, which are necessary for inputting information – in this case the search strings required by Veronica.

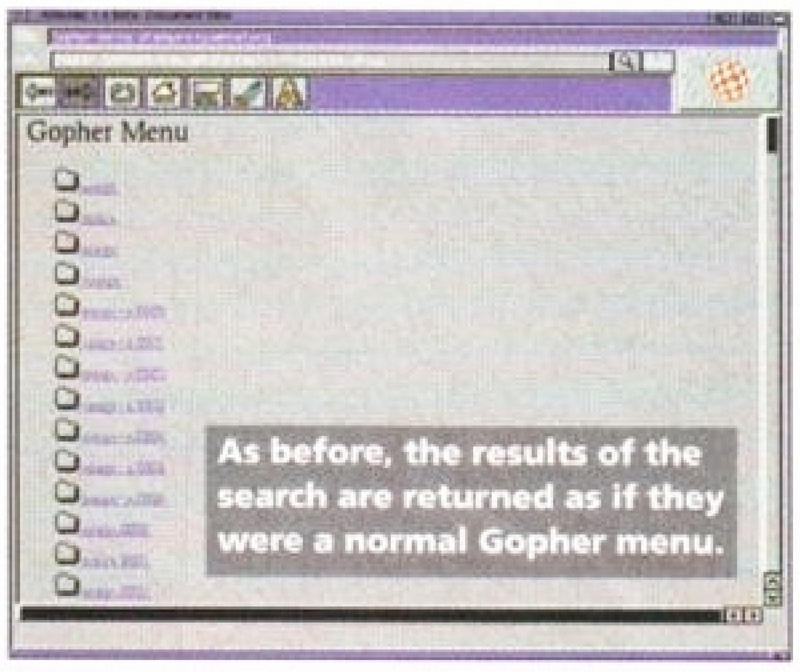
Now that you know what Gopher is, there's no need to be afraid of small rodents infesting the Internet. And now that you're familiar with forms-based search systems, you'll also be able to get the best of Web search engines like *Yahoo* and *Lycos*.



If you have the latest version of *AMosaic* which supports Forms, you can also use Veronica with the help of the browser.



A simple form is constructed for your search query.



As before, the results of the search are returned as if they were a normal Gopher menu.

VERONICA SEARCHES

The simplest form of Gopher or Veronica search is to type in a single word and press Return.

If the word is specific enough to your search category this may be enough, but chances are using a single word search with Veronica will result in a returned menu containing literally thousands of items.

It is usually better to specify a number of keywords with which to do the search.

SEARCH OPTIONS

The first way in which you can restrict the number of items returned from a Veronica search is to use one of the available option flags.

These are specified by a minus (-) sign followed by either a "t", and "m", or an "l". These options may be placed anywhere in the query line. The meaning of the three options is as follows:

-t This option selects particular Gopher item types. the "-t" is followed by a number representing the Gopher item type which are as follows:

0 Item is a file
1 Item is a directory
2 Item is a CSO (qi) phonebook server
3 ERROR
4 Item is a BinHexed Mac file
5 Item is a DOS Binary archive
6 Item is a Unix uuencoded file
7 Item is an index-search server
8 Item is a text-based Telnet session
9 Item is a binary file of some sort
T Item is a TN3270 connection (Telnet)
s Item is a sound file
g Item is a GIF graphics file
M Item contains MIME data
h Item is HTML type
I Item is an image
i Item is an "inline" text file

For example, to search for all Directories with the word "RS232" type:

-t1 RS232

You can search for more than one type of item, so, for example, to search for all Telnet sessions, GIF files, or sound files with the word "curry" type:

curry -t8gs

-m This option restricts the maximum number of items returned directly, by specifying a number after the -m option (the default with no "-m" option is 200). So, to search for up to 500 items with the word "sausage" type:

sausage -m500

The -m option on its own with no number specifies that you wish an unlimited number of items to be returned.

-l This option returns the link information as a file.

QUERIES USING LOGICAL OPERATORS

The other way to make your search more specific is to use more than one search keyword and you can use the following logical operators: AND, OR and NOT.

Interpretation of the query is from right to left, but if you are in any doubt, you can use parentheses. In addition to this, adjacent search words without a logical operator between them are treated as if there was an "AND".

EXAMPLES

If you want to do a search for any records that have both the words "window" AND "curtain" in the title you would type:

window and curtain

You can use the logical operators at the same time as using the option flags and so, for example, to search for all Gopher Directory items that contain the word "fidonet" OR the word "strange" you would type:

fidonet or strange -t1

The search area can also be specified by the use of the NOT operator. If you wish to use more than two search keywords, it is usually a good idea to use parentheses to define exactly the way in which you want your search keywords and logical operators to interact. For example...

curry and (vindaloo or fal)

...will search for items which have the word "curry" AND either "vindaloo" OR "fal" in the title. You can also use the metacharacter "*" to specify wildcard matches at the trailing end of a search word. For example...

war*

...will search for all titles with words like "war", "warbaby", "warlord" etc.

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Mailbag

Send your letters to: Letters To The Editor, *Amiga Format,* 30 Monmouth Street, Bath, Avon BA1 2BW.



Your *Super Skidmarks* registrations are being dealt with as we speak.

ACID REMARKS

I know you've been 'sucking up' to a few of the minority software houses because they are still supporting the Amiga, but I am sure that even you will not support the sale of games software under false pretenses.

I refer to Acid software's *Super Skidmarks* which, having read your review (*AF71*, 92%), I purchased (in April) after consulting the manual accompanying the software to ensure hard disk support.

I never buy software which won't install on my hard disk. To date, the installation software promised as my prize for wasting a stamp to register hasn't appeared.

I welcome Acid's support of the Amiga, but why do software companies in general consider Amiga users either too untrustworthy to allow them unprotected software, or too stupid to recognise when they are being taken for a ride?

Come on Acid etc. I may only own an Amiga but I still help pay your wages!

Nigel Lines
Shropshire

You can install the game, except for the track disks, which does make a great difference to its playability. We spoke to Guildhall Leisure and they said they had processed many thousands of orders so far, and have been rather overwhelmed by the amount of registrations they have had back.

There are less than 1,000 more to deal with and they ask these people to be patient, because they will all be dealt with soon.

FAIR COP



I feel that for the sanity of fellow Amiga enthusiasts and myself I must put ink to printer paper for the first time. I have read over and over again in Amiga magazines that the Amiga will only survive if we expand (i.e. hard drives, accelerator cards, CD-ROM drives, second disk drives etc.), making the Amiga easier for software developers to make quality products to keep the computer in the forefront of technology.

Bearing this in mind and considering that Escom are supposed to be selling Amigas with fitted hard drives, in future could you please, please, please supply your Coverdisks with the option to de-archive them to a hard drive (e.g. *DataNEXUS/InfoNEXUS*).

Nigel Stone
Wiltshire

Indeed, it is something we should do. Unfortunately, so many times we have a struggle with getting everything on the disk. This month for example, we have got four disks into one, to give you the full *Real 3D* package and that wouldn't have been possible if we had used the Commodore installer on the disk too. We are looking into alternatives at the moment though.

GOING DIGITAL

So now it has been announced when the Amiga 1200 will be released back into the shops. It is time Amiga owners, programmers and publishers start the offensive and make people want to buy one.

I read the teletext computer games thingy *Digitiser*, a multi-format game mag. They never review that many Amiga games, the last one was *Gloom*.

Of course, many loyal Amiga owners have written in to complain (I did last year, and I was called an Amiga Whine!), but they either insult that person, or claim that they do not receive any games from Amiga publishers.

The major shame is their 'best games this year' chart, not one Amiga game has made the grade. Come on, the reason for this is that they have not reviewed any classics (except *Gloom*). Games like *Super Skidmarks*, *Sensible World Of Soccer* and *Colonization*, are better than *Return Of Fire* on the 3DO.

Now going straight to the point, I am requesting that the Amiga game publishers start using their heads and send their games to *Digitiser*. When they score better than that PC game, the Amiga will have the publicity it needs. With over 1 million readers, it is bound to help sales of the particular game. Show these multi-format "mags" that the Amiga is still the king. Spread my message *Amiga Format*,!

Andrew Maddocks
Shropshire

Hmm. Obviously, this is one for the software houses, but it does seem

Continued overleaf ➡

The Gallery

sponsored by DMA Design Ltd

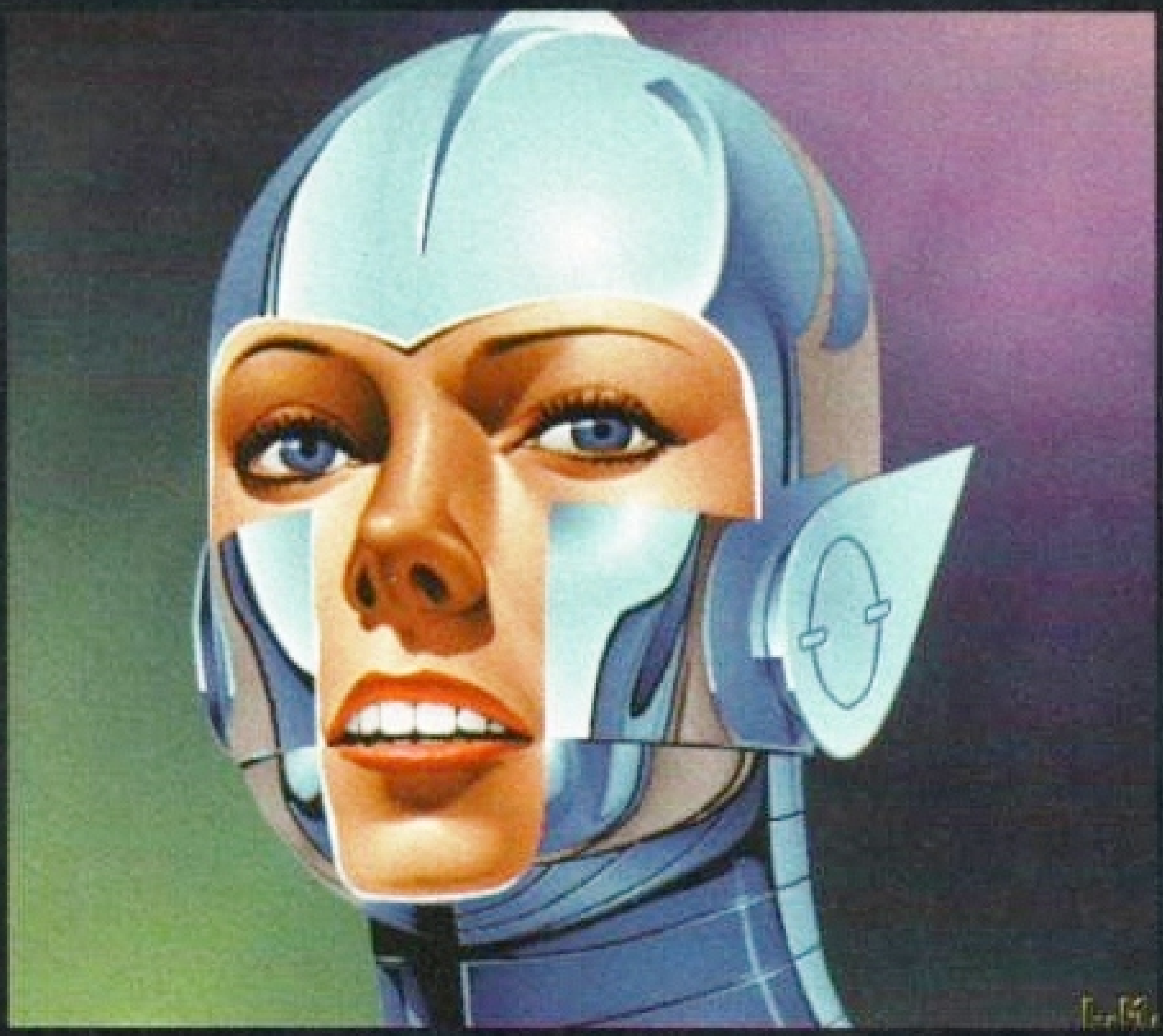


DMA Design are giving away a Tabby graphics tablet worth £54.99 for the best *Gallery* entries. You may be commissioned by DMA, the team behind *Lemmings*. State if you don't want your details passed on. Send entries to: *Amiga Format*, Gallery, 30 Monmouth St, Bath, Avon, BA1 2BW.

TEIJIN

by Lars Martensson, Sweden

A new incarnation of the Teijin pic. A familiar image to demo coders and fans of the *Wit Premium* demo alike. Lars proves that the Amiga combined with artistic talent is a formidable combination in anyone's book.



rather odd that a service designed to review games on all formats is neglecting some of the biggest-selling games on any format.

ANY COLOUR YOU LIKE

Three cheers and my thanks go to Escom for taking up the Amiga torch. It's a relief to know that such a fine series of machines shall not fall by the wayside in the manner of the TRS-80.

But, at the risk of irritating many of my fellow devotees, I have to say that the new A4000T has to be one of the ugliest designs I've ever seen! My A500 is much prettier, despite all the different third-party peripherals that comprise my hodgepodge system.

Commodore's crew may not have been good at marketing, but their products were dynamic and aesthetically pleasing. Perhaps Escom could at least get rid of that combat-ready green and replace it with a safe beige.

If this is what we Amiganauts have to look forward to, I may keep my current system until it gives up the ghost, or buy a new one and hope that someone will manufacture a different box to hide it in.

But ultimately, there must be new Amigas for me to buy. Rumour has it that Escom has no real interest in this side of the Atlantic, primarily because it is overrun by the Big Blue clones.

If the Amiga is to survive, it must go head to head against the competition on MS-DOS turf – a fact which Ali, Gould & Co. refused to acknowledge. This is the birthplace of the Amiga, and ignoring the North American market will undoubtedly bring down the final curtain on this noteworthy machine.

Kenneth E Lizotte
Vermont, USA



Someone famous' A4000 tower. The new A4000s will be in beige cases.

Well, I think it may be a little harsh to not buy a machine based entirely on its colour. Besides, the vanilla colour is a little tame don't you think? You can rest easy however, because the model shown was only that, a model, and the new-look A4000s will probably be entirely different. The initial 4000s will come in beige tower cases.

If you are really offended by the colour, you could take matters into your own hands, and give it a respray, as this rather sad reader (it's okay John, we won't let on it's you) has done. Does anyone else have severely customised Amigas they'd like to share with the world? Send your pics to "Show us yours" at the usual address.

THE PRICE IS WRONG

I run a PD Library and am horrified at the prices some companies have the nerve to charge. In my opinion PD or Shareware should be free and available to everyone.

For this reason we are running this offer. Buy any 10 or more disks from our collection for only 60p each and get one PD disk of your choice free.

Only one of 10 PD Libraries we obtained software from had a catalogue disk that was anything near organised, gave a prompt service and had decent prices. We still use them now for replacement copies of our disks.

If any of the other PD Libraries out there think we are wrong with what we say or wish to try and justify their charges then please write to this magazine and prove us wrong.

Why not give us a try? Send a blank disk with an S.A.E. to the address below and we will copy our catalogue (with a free up-to-date virus killer and game) on it and send it back to you immediately.

Barry, Pigmy Crush PD
5 Skomer Place
Swansea SA5 5PH

Actually, we haven't had any letters complaining about the price of PD programs for a long time, but if you think you can give better service at a decent price, then fair play to you.

EXTRAVAGANT RESPONSE

Firstly, I would like to thank Oliver Roberts for his excellent *Formula One Grand Prix* editor.

I was very upset when I bought my A4000/030 two years ago and noticed there was no speed increase on *F1GP* from the A500 version but thanks to the brilliant *F1GP-Ed* I can now play the game at a silky-smooth 16fps. It's now a completely different game.

Secondly, I would like to complain about Mr Sandiford's response to Andrew Frodsham's letter (*AF75*). He should not be saying that buying an accelerator to play games is 'extravagant', but instead should encourage all Amiga owners to buy accelerators. PC games now require most users to have at least a very fast 486 and about 6Mb of RAM.

If more Amiga owners have faster machines, then the better games will soon appear on the Amiga, just like what happened to the PC in the last few years. *F1GP 2* on the PC for example needs 8Mb, a CD-ROM and a 486 running about 66MHz.

If it came out to run with 8Mb, a 25MHz 68040 and a CD drive, I would be quite happy to pay an extra few hundred quid on a CD-ROM, an accelerator and another 2Mb because I would hope that other games requiring similar specs would be released.

Yet instead we live in a world where half the games released are still not AGA enhanced and even more do not install on a hard drive. I do find it annoying that I have a 1Gb hard disk in my Amiga and I cannot even install my favourite games like *SWOS* and *Mortal Kombat 2*.

I just hope that one day all Amiga owners decide to upgrade their machines so games publishers will start producing games worthy of it.

Gideon Cresswell
Kent

Some steps towards upgrading the common man have already been made – by Amiga Technologies. The appearance of a standard hard drive-equipped A1200 is a great boost to the Amiga community.

I suspect that the biggest block to releasing AGA enhanced games are the game publishers and distributors. The problem is that the shops which stock games don't want to bother ordering x number of A1200 versions of a game as well as A500 versions. To succeed in pleasing both the shops and the punters, the game companies would have to make what is called "auto-enhancing" software, which in most cases would require more production time and money.

It is a step forward that a lot of modern games will use extra features like accelerators, but I take the point that more could be done.



PHOTOLAND *by Mikael Hakansson, Sweden*

Rendered using *Real 3D v2, Brilliance, Vista Pro, Image FX v2* and *ADPro*.



ROBOCOP *by Paul Sullivan, Oldham*

Paul drew this excellent image of Robo by hand, using *Truebrilliance*.



BATMAN *by Mark McFadden, Eire*

Its full name is Batman Digital Justice and it was hand drawn using *DPaint IV* and *Brilliance 2*.

BUNDLES AHOY!



Photogenics is an excellent image processing program and graphics tool.

I would like to defend Escom's decision to release the A1200 for close to £399 this Christmas. I read that they had to pay through the nose to jump the manufacturing queue and that cost has to be passed on.

The alternative seems to be the absence of the Amiga for another Christmas and nobody wants that. The secret of success for the Amiga this year lies with the bundle arrangement, though I would have preferred the option of an unbundled A1200 for £299. However, as with *Batman* so many years ago, a carefully-chosen bundle could really help the Amiga.

Key pieces of software for the Amiga must include either Wordworth 3.1SE or *Final Copy 2 Release 2* and also *Championship Manager 2*. *CM2* will be a guaranteed number 1 hit with the Premiership full of exciting new players. *Gloom* or some variant could also be bundled to tip the cap at that genre.

The £399 Amiga should be a strictly limited edition so that when the Escom manufacturing lines are set up next year, a £299 Amiga can be released with a 3.5-inch hard drive built in without too many £399 Amigas on the street.

Paul Chan
West Yorkshire

Well, you will have read in the news pages by now that the bundle is very strong on the productivity front, containing excellent packages like *Wordworth 4SE, Photogenics* and *Personal Paint*.

The games side isn't so strong. *Gloom* (or *Fears* or *Alien Breed 3D*) would have been good, or even *Super Skidmarks, Colonization, UFO Enemy Unknown, SWOS* even.

Still, at least the bundle is good, and will hopefully sell well. The big question though is what do A500 owners wanting to upgrade do? When will we see a standalone machine? My personal feeling on this are that it should not be until such a time as improvements have been made to the design.

MEGASATENDOSTATION

Reading an article in the *Financial Mail* about the console war between Sega's Saturn, Sony's PlayStation and Nintendo's non-existent Ultra-64, which stated that the PlayStation was easier to write for, and the Sega Saturn was more complex, due to it's two (although some idiots say that it is four) 32-bit processor architecture. Sony have been hoping developers will develop for THEM, as the two processors allow for better games.

1. Hang on. Are Sega actually telling us that spectacular 3D texture maps make a game the best in the world and that everyone should buy a copy? I remember the good old days when games only used 16 colours and 3D meant ugly polygons.

And as for Nintendo, which I have not mentioned too much, countless Nintendo freaks that I know have reformed to Sega freaks, and have bought Saturns.

2. The Amiga dilemma Well, no Amigas yet, but more on the way! Hurrah! One-and-a-half years of blackness, darkness, shadiness, dimness and *Gloom* (By Mark Sibly – See part three). A1200s coming in Autumn. And with rumours of A1200s at £199, it's a joy.



More top tips for the brilliant *Alien Breed 3D* from Stuart Brown.

However, I read Teletext (Ch4, p474, *Digitiser* Hot Topic) and the hot topic was: Amigas: Is £399 too much? And to my despair, anguish, and er, horror, I found that mostly the answer was YES. Eeek! Surely Escom can match Commodore's price of £299, or even lower? But then I thought.... Hang on?

Maybe Escom are releasing a mega 030-based A1200 with 4Mb of RAM? Or maybe *Digitiser* is "the foul creature of the Netherworld that caused the recession and spread deceitful, fallacious rumours". Ahem. Yes. Viva Amiga!

3. Oh and by the way.... I have found another weapon on *AB3D*. I'm not going to give too much away, but it is behind a door that you have to press FORWARD and SPACE simultaneously. Watch out for the alien behind, and pick up the futuristic sewing machine thing. Press 2 to select it, and you can start kicking some butt!

Make sure you pick up the ammo as well. If you run out of ammo, simply press 1 to get back to your pistol-type-thing. Oh, and as you may have guessed, I read *Amiga Power*. Natch. (Sorry).

Stuart Brown
Lancs

P.S. I am only 12. Honest.

1. I know what you mean. It's no wonder that ZX Spectrum emulators are probably the most popular PD software at the moment on the Mac, PC and to some extent the Amiga.

Hang on a minute, though, if you're only 12 how do you remember the joys of 16 colours and terrible collision detection? It's nice to have the power to produce stunning graphics, but as you say, that doesn't necessarily make the games any better to play (well, only for sad people who are too cool to play anything that isn't rendering 20 million polygons per second).

2. It's true, but the bundle is quite tremendous. Hopefully, as I said before, when a standalone Amiga is released it will be enhanced – at least with some amount of Fast RAM and maybe a faster processor.

3. Thanks for the tip. The capital letters are a giveaway.

THE CD ALTERNATIVE

I am writing to express my concern over the proposed price-point of the new A1200s. £399 – even for such a superb machine, coupled with some excellent software (I hope!) – is too expensive.

This judgement is not made purely from the relative price points before the demise of Commodore, but also from looking at the prices of the (much under-rated) CD^{32}. SDL are currently selling the CD^{32} at £199 with seven games. Add to this the cost of an SX-1 module (£100, keyboard (£55), and disk drive (£45), and you have a total of just under £500.

The equivalent A1200 system would cost £399, plus around £180 for a CD^{32} – compatible CD-ROM drive. This equates to about £580. And the A1200 CD-ROM isn't 100 per cent CD^{32}-compatible!

This comparison shows that any prospective A1200 buyers should go instead for a CD^{32}/SX-1 combo. In the form I mentioned above, it's just as fast as the equivalent A1200 system, and just as expandable, but £80 cheaper!

If Escom intend to sell many A1200s, they are going to have to rethink their pricing policy.

Jonathan Duke
Herts

Yes, that is more or less true, although you won't be able to add accelerators like the Falcon or Blizzard to the CD^{32}. Interestingly, when the 68060 version of these accelerators come out, you will be able to have a faster Amiga even cheaper.

GLOBAL SUFFERING

Regarding Mike Davenport's letter in *AF* concerning his unwavering resolve not to buy and products being made in China simply because he does not like what goes on in that particular country.

There is suffering going on all over the world – the Chinese are not the only people to receive such pitiless wages for what amounts to slave labour – and it figures that the more products we buy from them then the more prosperous the country shall become.

Attempting to enforce an embargo will spell economical decline and then where would all these workers be?

Does he expect countries such as India and Africa to stop buying our homegrown/made goods simply because they were once part of the "Great British Empire' and suffered terribly as a result?

I doubt it.

David O'Conner
Dinnington, S. Yorkshire

I think there is a difference between human rights violations allegedly being perpetrated here and now, and those crimes committed many years ago, but it is a reasonable point. No one seemed very concerned about working conditions in the Philippines...

However, as we have pointed out before, Amigas are not being made in China now. But they are being manufactured in France, which hasn't made very many friends recently either (although it is only fair to point out that the majority of French people are against nuclear testing, it is just their Government that don't seem to see anything wrong with it).

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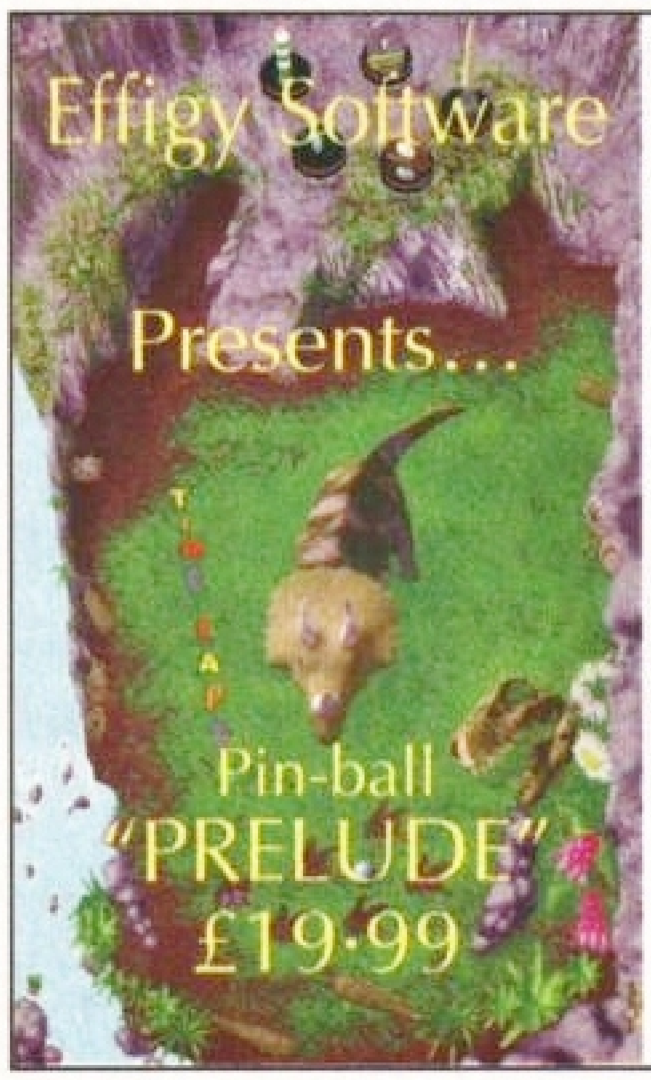
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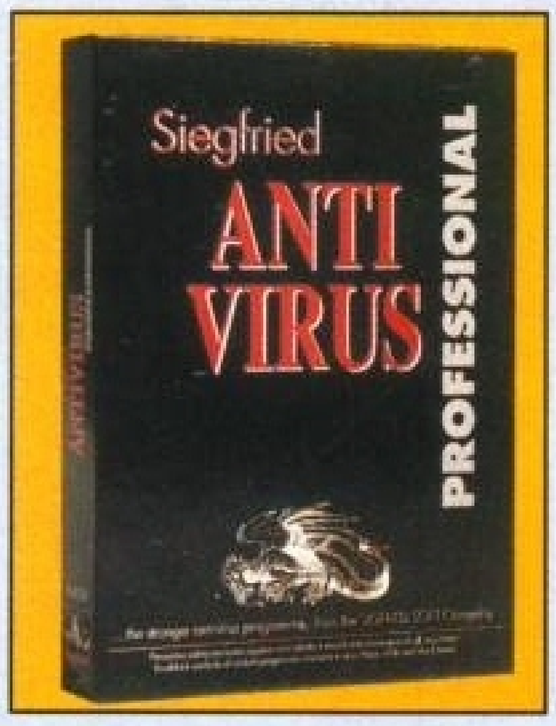
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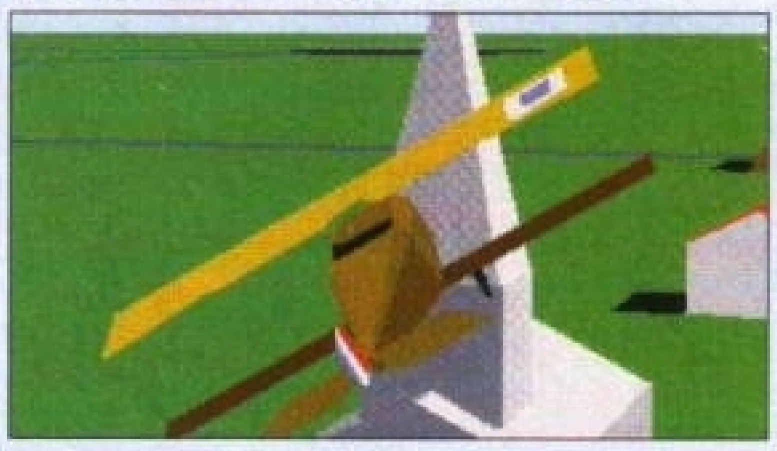


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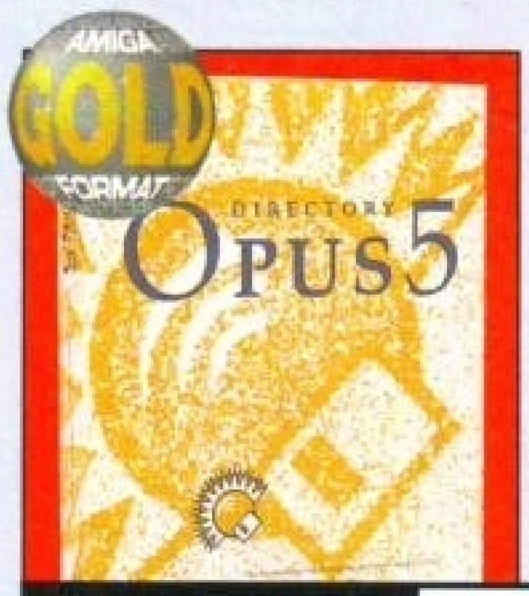
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Directory Opus 5



Save £10 off the recommended retail price of one of the most useful and time-saving utilities for your Amiga. *Directory Opus 5* (*AF72*, 95%) more or less replaces your Workbench and makes many of those file management tasks much easier. An essential utility for the well-organised Amiga.

NEW!

Description	Directory Opus 5		
Order code	AFOPU	AF Price	£49.95

TV*Text Professional V2

Upgrade to the brand new *Format* Gold-rated version of *TV*Text Professional* now at a huge saving over the RRP!

See the review in in *AF64* for full details of this tremendous video titling program then choose which upgrade option suits you:

- The complete *TV*Text Professional v2* package complete with both manuals and 50 extra outline fonts for just £89.99.
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Description	TV*Text Pro		
Full Package	AFTVTF	AF Price	£89.99
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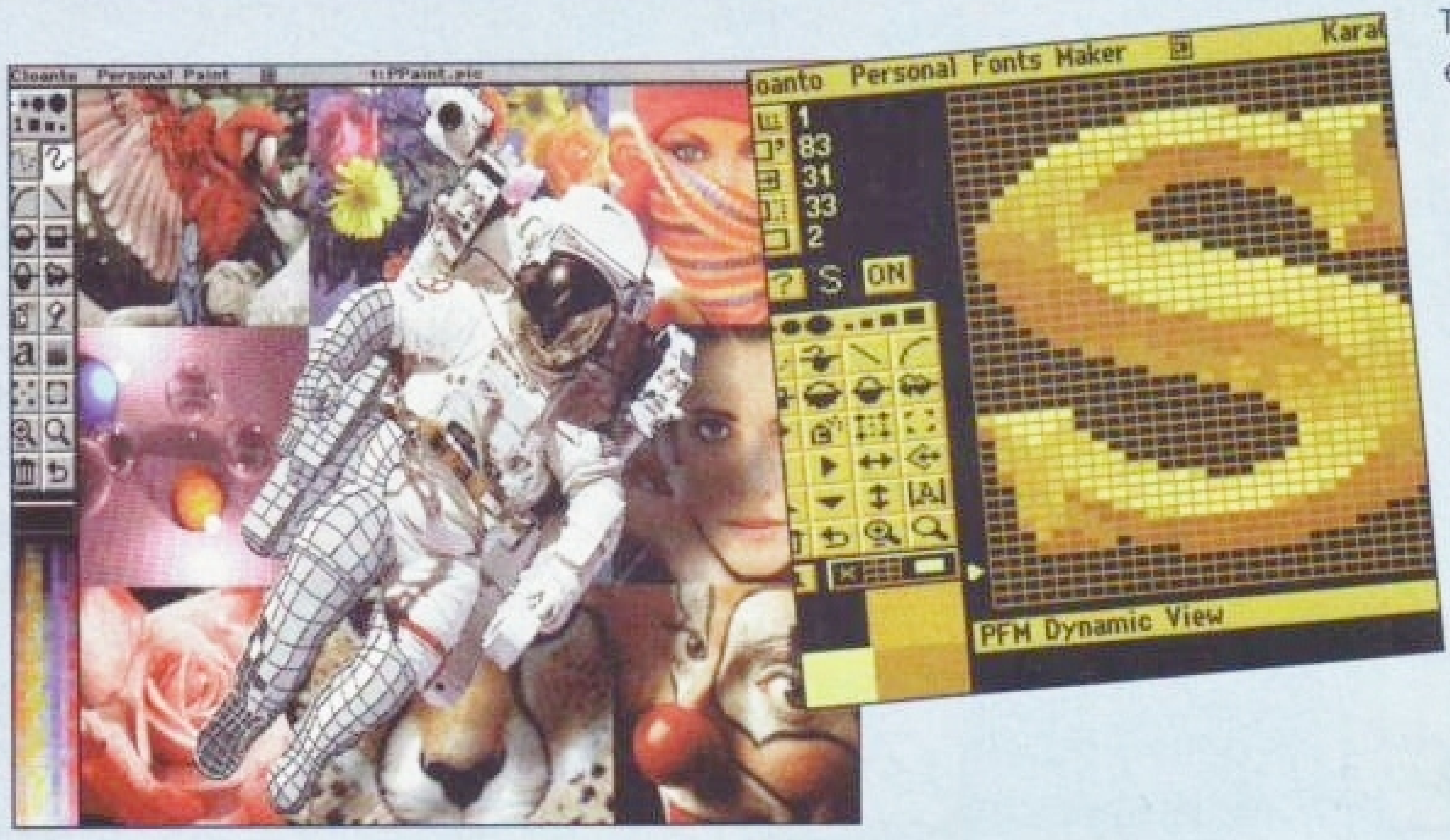
Turbotech Clock Cartridge



Your Amiga will always know what day it is with this handy device which sets the correct time and date. The *Turbotech Clock Cartridge* simply fits into the disk drive port (or on the back of your second drive). Comes complete with software. Save £2 off the recommended retail price.

Description	Turbotech Clock Cartridge		
Order code	AMFCLO	AF Price	£17.99

Personal Paint 6.3 and Personal Fonts Maker 2



Take advantage of our very special *AF* mail order offer and get the truly excellent *Personal Paint*, plus the bitmap font editor, *Personal Fonts Maker*.

Personal Paint is a paint, image processing and animation program, and is an ideal graphics package for programmers and the more serious Amiga user.

Personal Fonts Maker offers support for standard mono and colour fonts, as well as outline fonts and AGA screen-modes. The program uses the same graphics engine as *Personal Paint* and enables you to create bitmapped fonts of your own, which you can colour and use for posters, business stationery, album covers and so on. *PFM* is easy to use, has lots of features and gives results that are really impressive. Now you can get both these great programs for a bargain price of £49.95.

NEW!

Description	PPaint 6.3 & PFonts Maker 2		
Order code	AFPP	AF Price	£49.95

Music-X 2

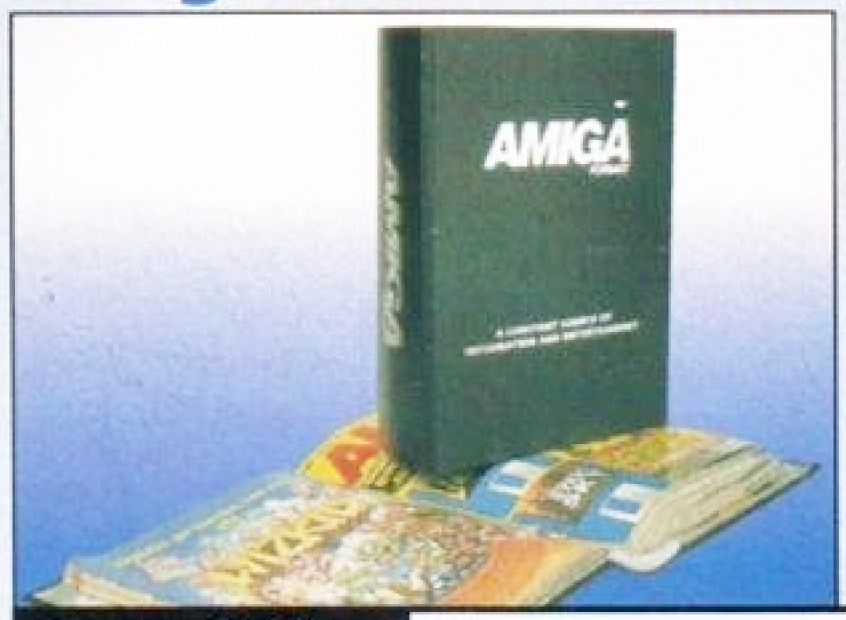


This sequencer package, (85%, *AF60*), is one of the most ground-breaking releases since the original *Music-X* made such a huge impact back in 1989. *Music-X 2* is a full MIDI sequencing package for controlling synthesizers, drum machines and any other MIDI equipment, or you can use it with internal Amiga samples. The leading sequencer for the Amiga.

SAVE £100

Description	Music-X 2	EVEN LOWER PRICE	
Order code	AMFMX2	AF Price	£49.99

Amiga Format Binder



If your magazines live in large piles on the floor and you can never find the one you want, then keep your *Amiga Format* collection neat and tidy with these practical, yet stylish black-and-silver *AF* binders. Why not buy two and save on the deal?

Description	Binders		
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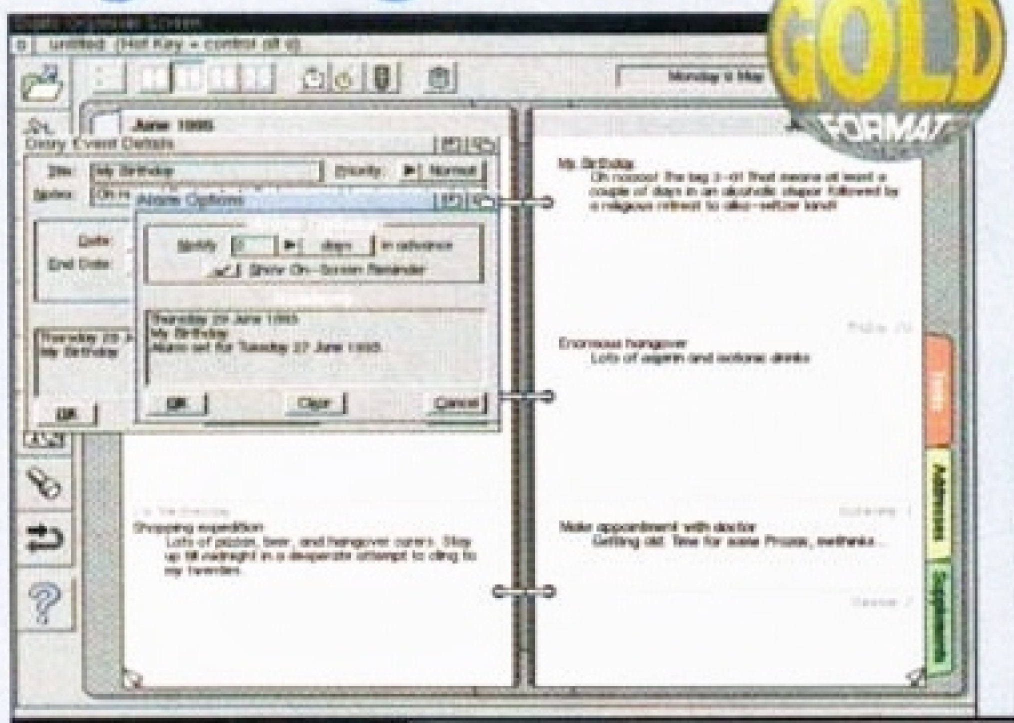
Mouse 'n' Mat



At last! A quality replacement mouse at a bargain price, complete with mouse mat. The 260dpi resolution mouse is 100 per cent Amiga- (and Atari ST-) compatible and both buttons are fully micro-switched for maximum reliability and performance. The tastefully-coloured neoprene mouse mat, essential for keeping your mouse free of dust and dirt, is 5mm thick and has a non-slip backing surface.

Description	Mouse 'n' Mat		
Order code	AFMM	AF Price	£12.99

Digita Organiser

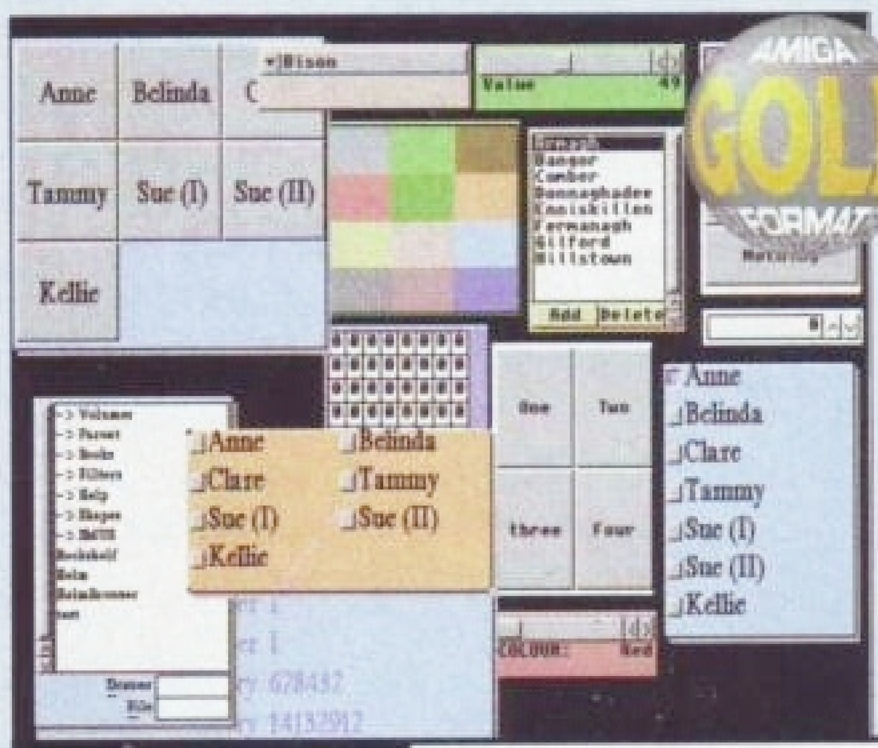


Another *Amiga Format* Gold, after using *Digita Organiser* you'll wonder how you ever kept your appointments in order. Easy to use, but packed with features, this is truly the king of electronic Filofaxes.

NEW!

Description	Digita Organiser		
Order code	AFDO	AF Price	£34.99

Helm



A true multimedia authoring system, *Helm* earned 91% in *AF53*. Create image editors, databases, information managers, or educational courseware. *Helm* is an authoring system *and* a graphics program, combining paint and image processing tools with a scripting language, a hypermedia database manager and user interface objects.

Description	Helm		
Order code	AMF503	AF Price	£99.95

Aladdin



This Disney-inspired platform adventure not only looks great, but it also plays brilliantly and earned a glowing *Format* Gold award in *AF66*. And now *Aladdin* can be yours for £10 off the RRP. *AF* games editor Stephen Bradley was so enchanted by *Aladdin*'s spell that he wrote: "It's just like being a real baggy-trousered sword-wielding little man in a cartoon in Khartoum. Or somewhere".

● **A1200 only**

Description	Aladdin		
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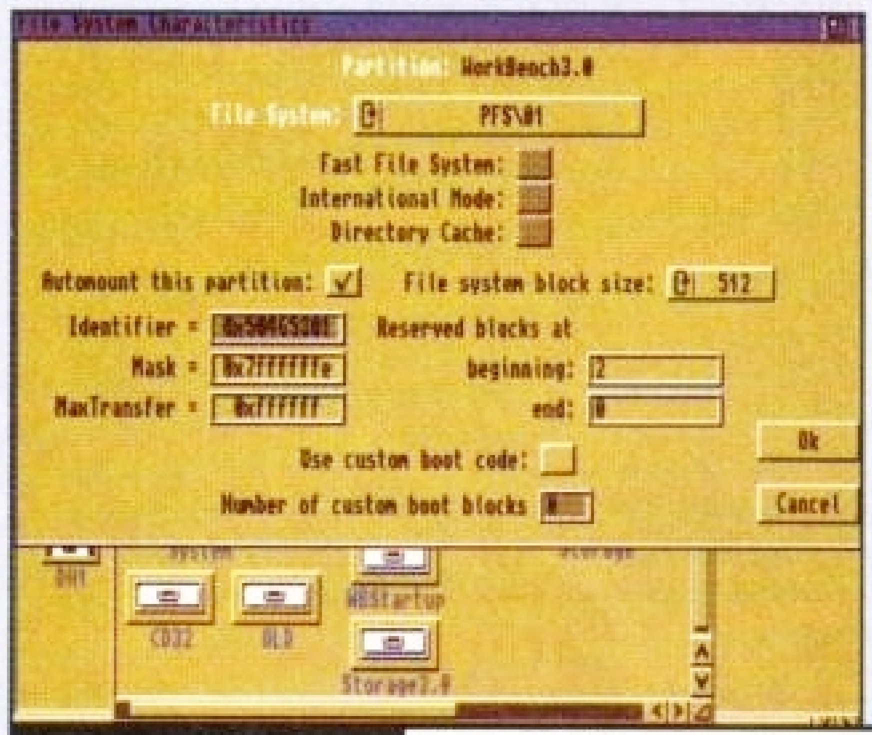
Communicator III



If you have a CD32 and an Amiga with *Communicator*, you can use your CD32 as a CD-ROM – and it brings many new features, including AGA Viewer (view CD pictures and animations in 16.7 million colours), Virtual CD (select which menu the CD boots with) and more. Comes with software and leads to connect to the serial port. **Communicator needs at least 1Mb Chip RAM and Kickstart 2 or 3.**

Description	Communicator III		
Order code	AMF505	AF Price	£69.99

Ami-FileSafe

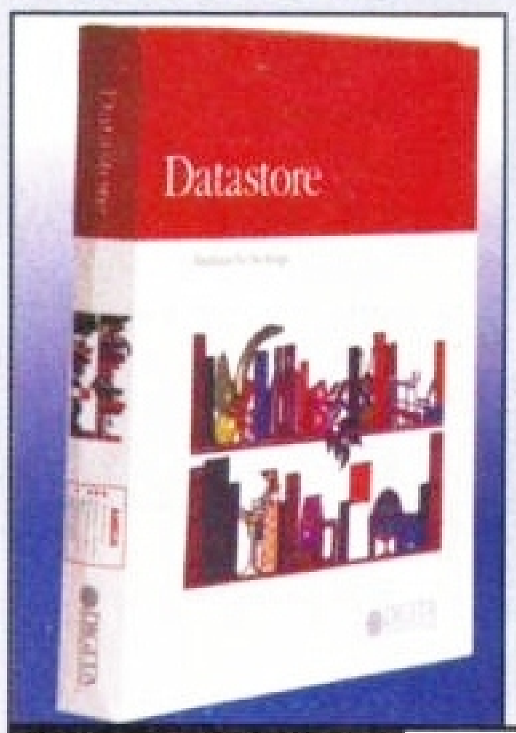


The new standard filing system for the Amiga. Not only does Ami-FileSafe achieve greater speed and efficiency than FFS, it also brings the extra security of a filing system that can survive Guru meditations and crashes without causing disk block errors.

NEW!

Description	Ami-FileSafe		
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Datastore

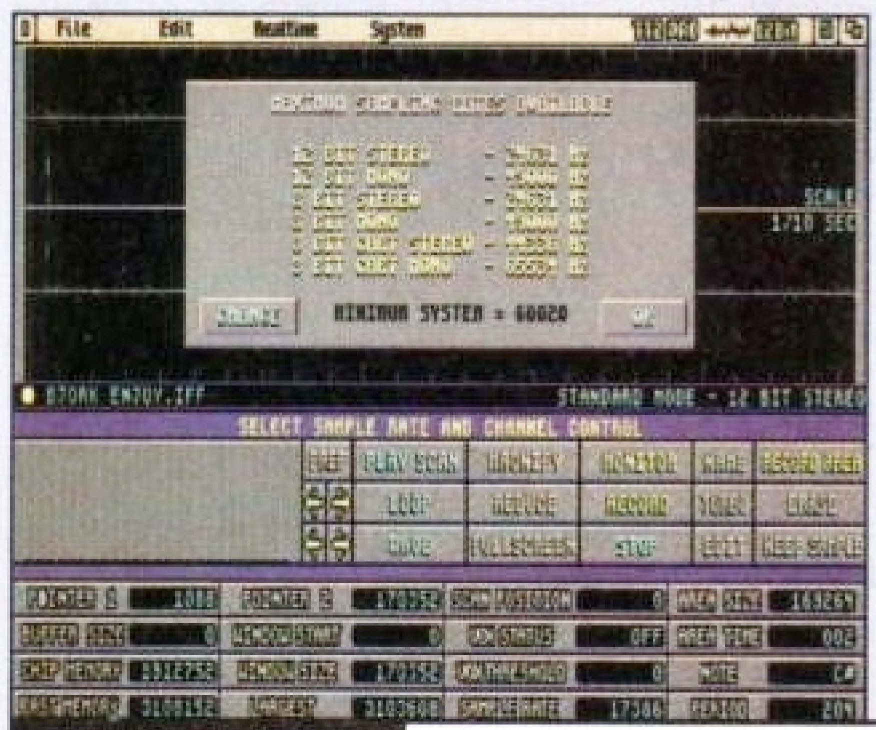


The full version of our tremendous *AF68* Coverdisk is available now. *Datastore* is a revolutionary database, which is accessible, sophisticated and powerful. The number of records is limited only by the amount of RAM you have available (minimum requirement 1Mb with WB2 or 3).

Easystart templates that come with the package include Club Membership, Recipes, Address Book, and a complete up-to-date *Amiga Format* Magazine Guide. Many commands are performed simply by clicking on icons, and multiple file editing allows several databases to be opened simultaneously. A ground-breaking release.

Description	Datastore		
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TechnoSound Turbo Pro

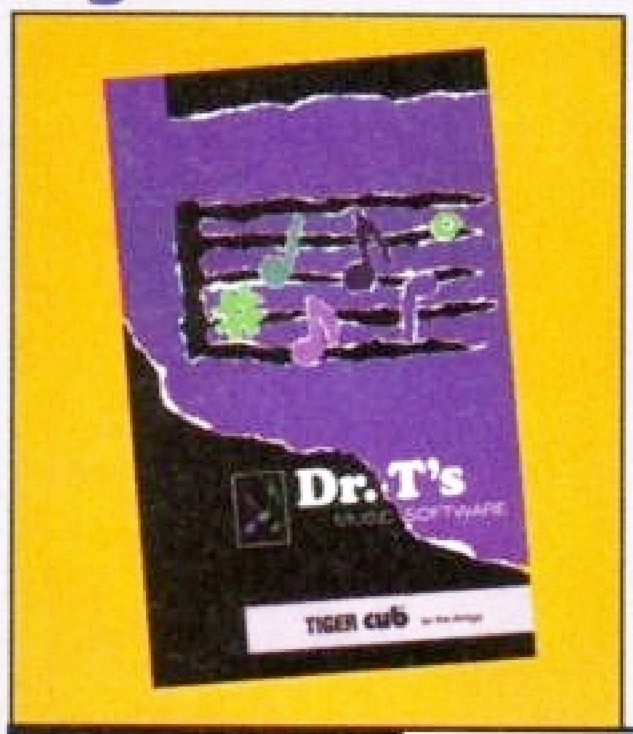


The latest version of this brilliant sampling software was reviewed in *AF76*. It's fast enough to produce samples at higher-than-CD quality and has more than enough features for most beginners. If you want to get into sampling, this is the one.

NEW!

Description	Technosound Turbo Pro (8-bit)		
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Tiger Cub Manual

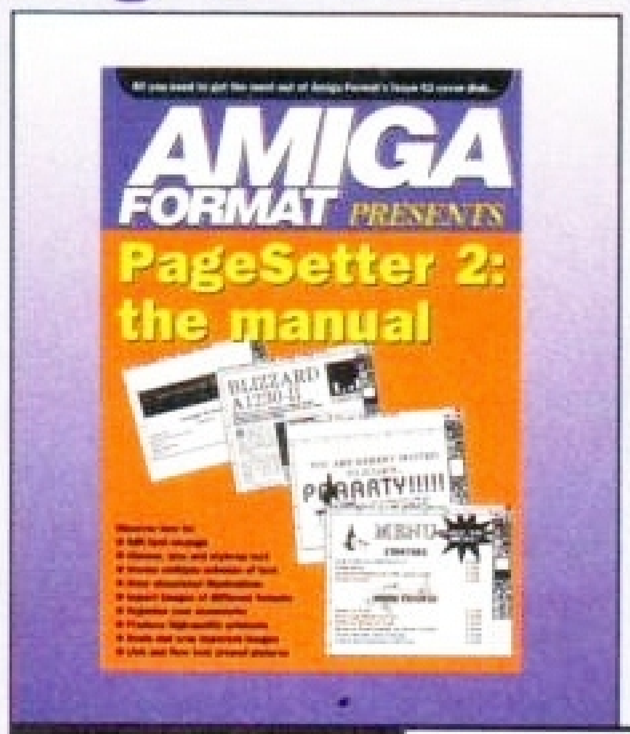


To get the most from your excellent *Tiger Cub* Coverdisk (*AF66*), we are offering the official 100-page manual from Dr T's Music Software for the special price of just £9.99.

Featuring in-depth articles on getting started, the tape recorder, the graphic editing display, menus, instruments, drum kits, quickscore, tables of assignments and much, much more.

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PageSetter 2: The Manual



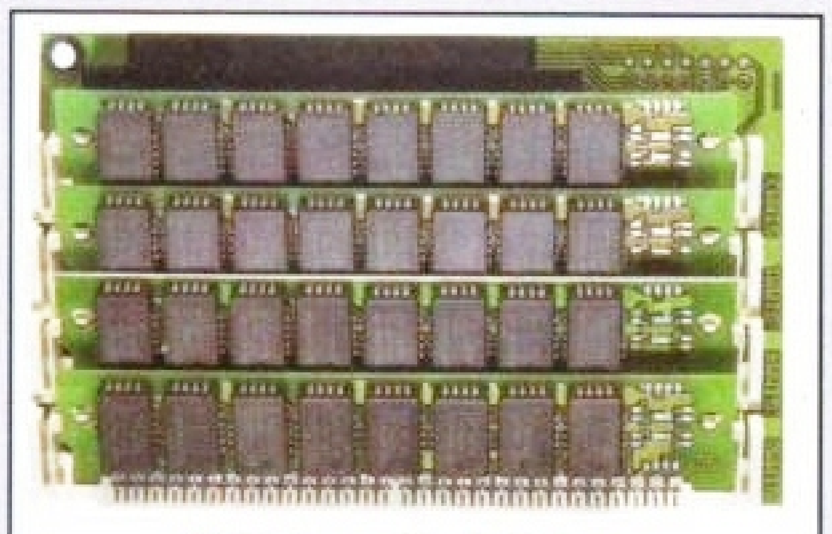
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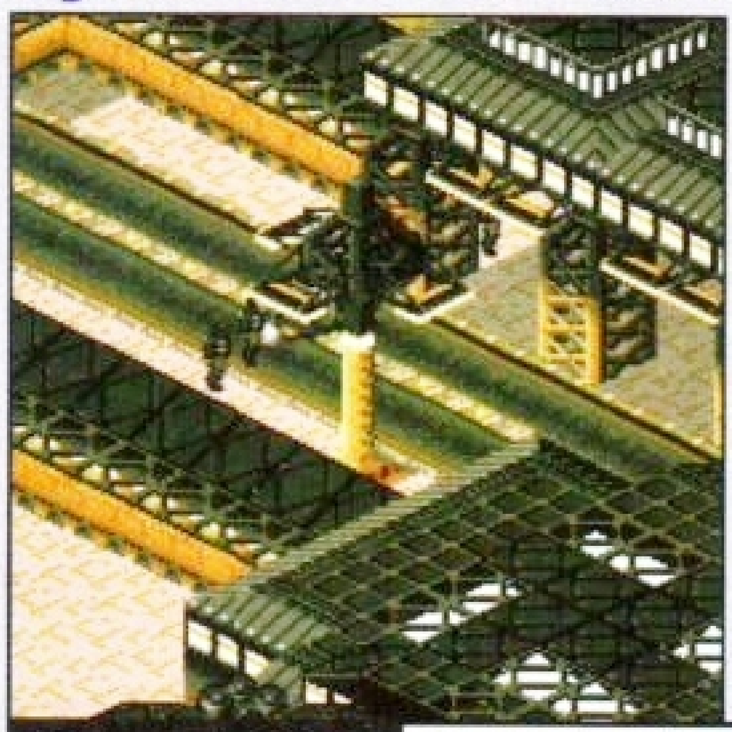


A600 version shown

If you have less than 2Mb RAM, you are at a serious disadvantage, so why not upgrade at this low price. These boards for the A500 Plus and A600 plug into the Amiga's trapdoor connector. Built to the highest standards, they are fully guaranteed for a year.

Description	A600/A500+ 1Mb RAM Upgrade		
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Syndicate American Revolt Missions



If you thought the original *Syndicate* (91%, *AF49*) was tough, the *American Revolt Missions Disk* will test your skills to the absolute limit in a series of 21 fiendishly difficult missions.

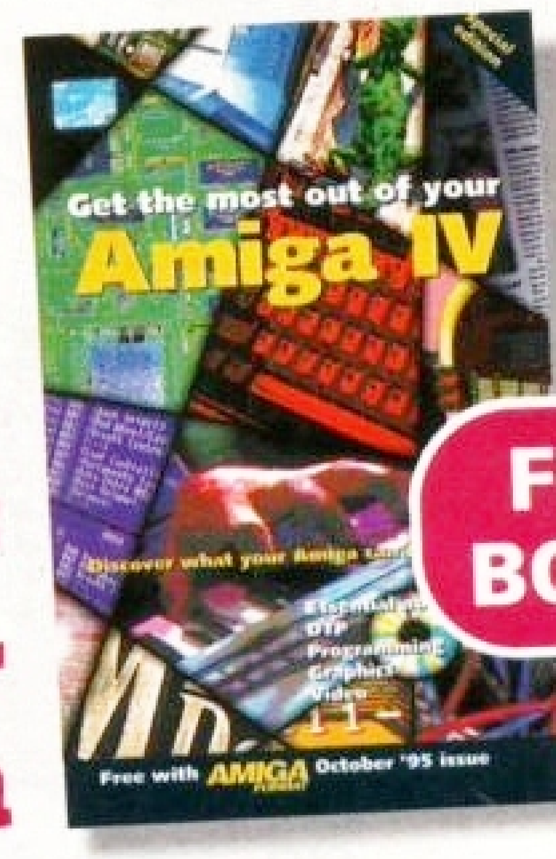
You can't buy this exclusive disk in the shops or from any other magazine, but you need a copy of the original four-disk game to use the *Missions* Disk.

Description	Syndicate Missions Disk		
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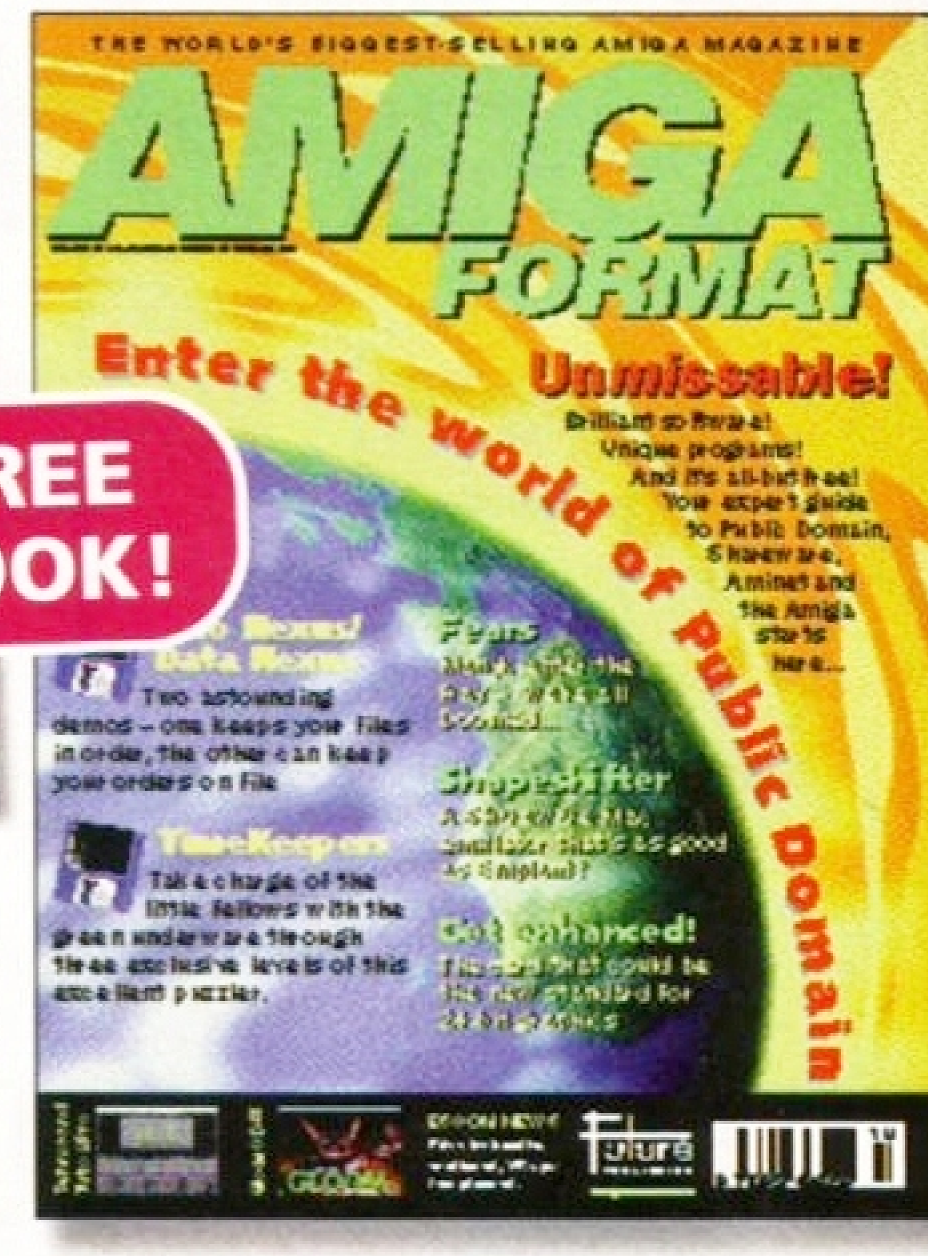
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You'll find two great demo utilities on the *AF77* disks. *InfoNEXUS* is a file manager while *DataNEXUS* is a configurable multimedia database.

TimeKeepers



A tremendous three-level demo of the rather fantastic puzzler that's had Bradley confused for weeks.

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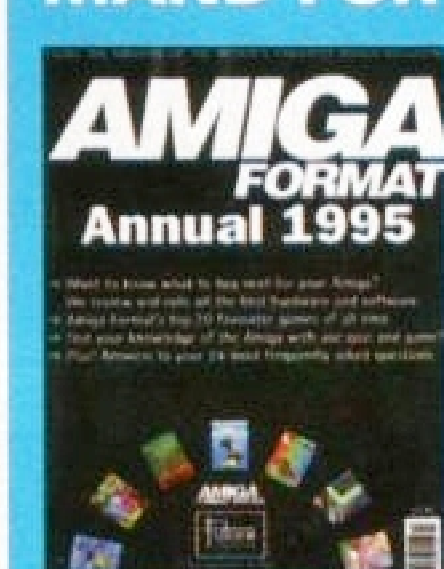
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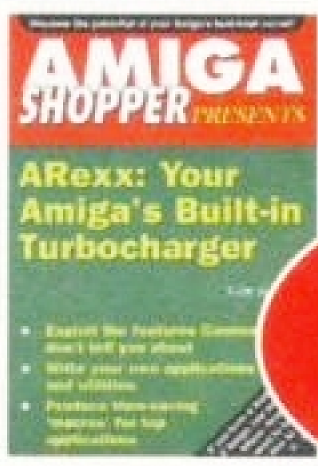
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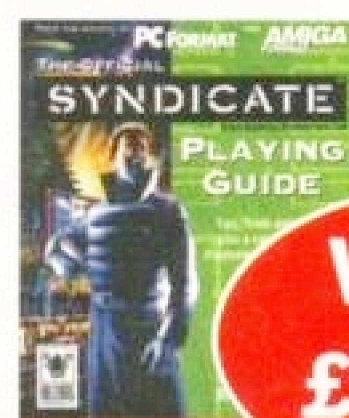
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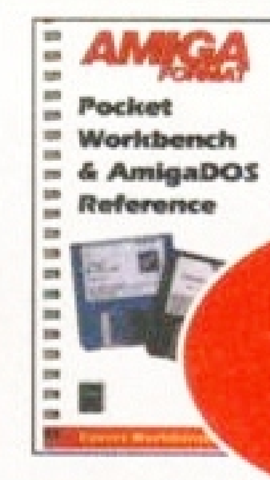
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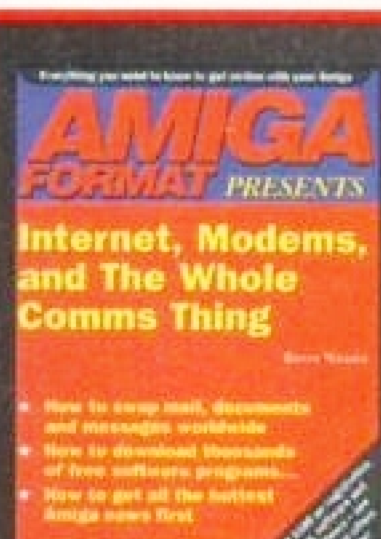
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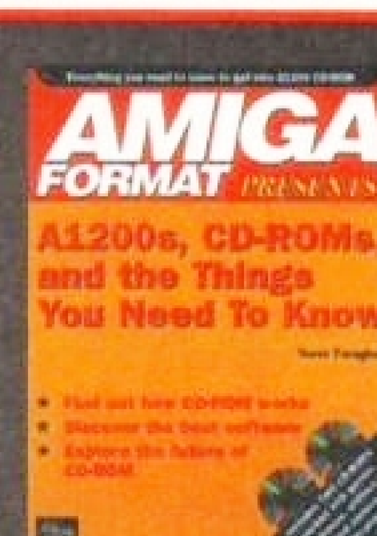
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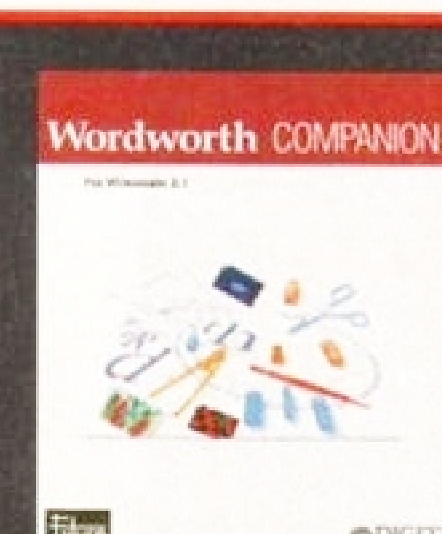
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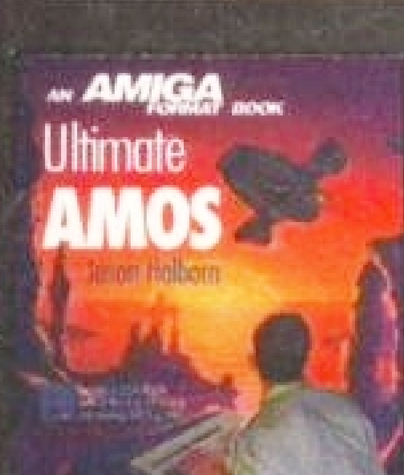
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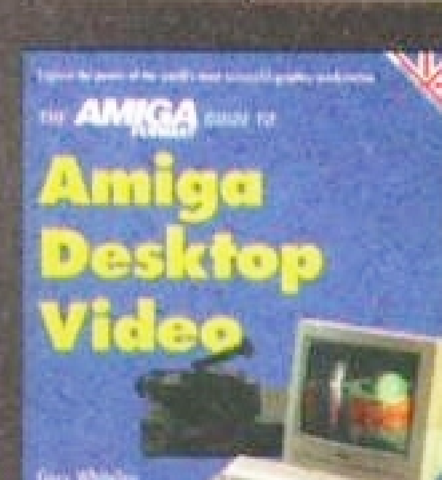
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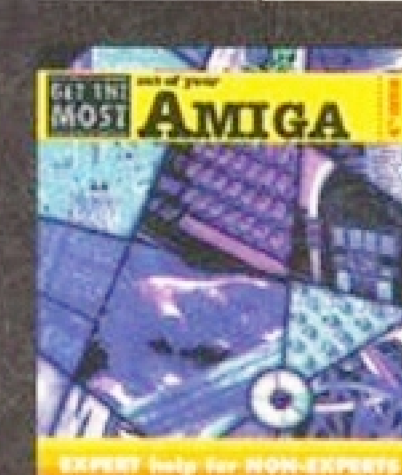
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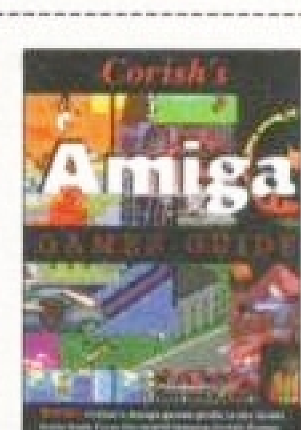
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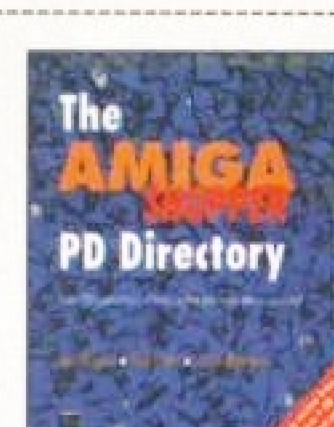
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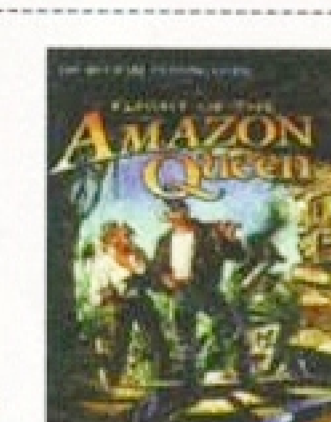
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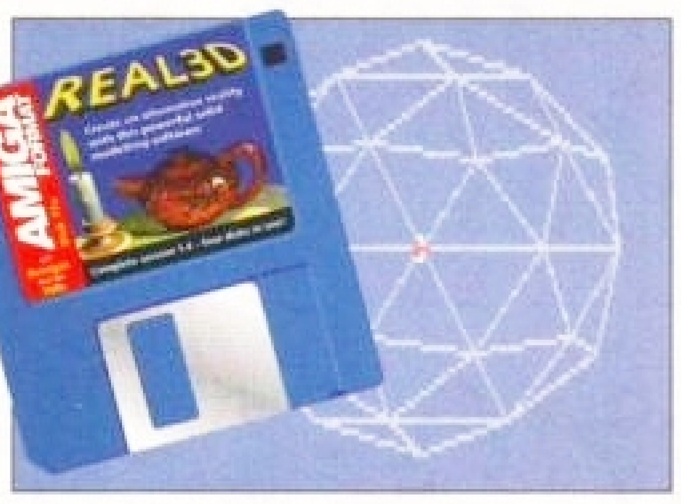
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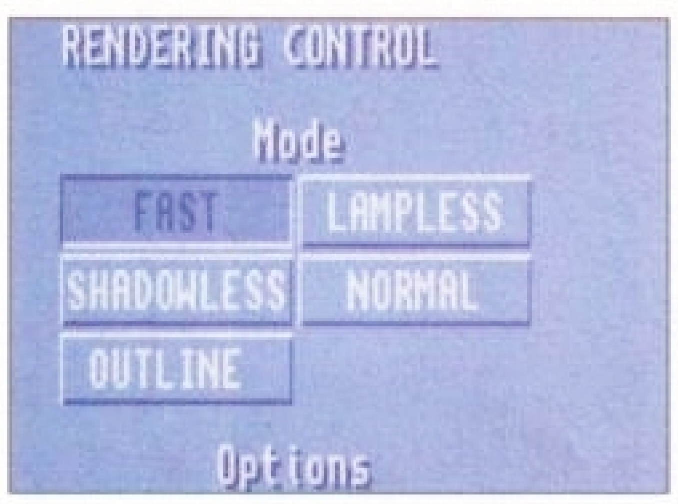
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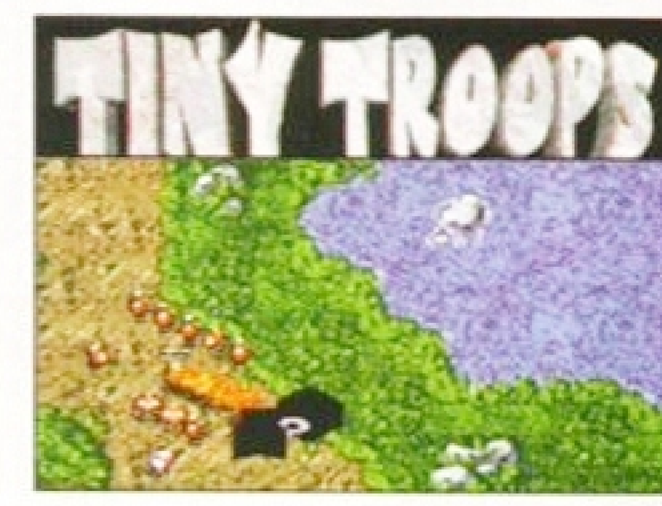






This is the full *Real 3D Classic* package that will let you create some incredible rendered images on even a 1Mb Amiga.









They're small, definitely not big. They form an army of little troops. And they can be found on our game Coverdisk.



Tiny Troops

Imagine playing Cannon Fodder mixed together with the control interface of Lemmings taking place on cute domestic backgrounds.



Imagine playing Cannon Fodder mixed together with the control interface of Lemmings taking place within the confines of cute domestic backgrounds such as sand pits and kitchen floors and you've just about sussed the idea behind *Tiny Troops.*

We've brought you an early demo of the game, so be patient with some of the functions. Some don't work the way they should and others are limited in their importance. Due to the fact that we wanted to get the disk to you this month rather than next, there's no sound to speak of.



This is the first level in its entirity. You'll never be able to look at a box of Fisons again without thinking of *Tiny Troops*.

Right, now that you know the limitations of the demo, let's get to grips with the game itself. It's imperative that you familiarise yourself with the double-click, the arrow pointer and the issuing of commands. Check out the annotated diagram on the page for more information on the control icons themselves

To select a single troop, double-click on him. A pointer will appear above his head showing that you are now in control. To move him select the arrow button (middle icon on the bottom row of icons) and point to his destination with the left mouse button.

Don't worry about obstacles, he's intelligent enough to walk round them. It's unlikely to happen in this demo, but, if required, you can use the right mouse button to mark out a path that he'll take.

To order him to attack, select the Fist icon (top left control icon). Now point to an enemy character and away he goes. It's best to gang up on the enemy if you want to win.

Also, take a careful look at your troops. One of them has got a little grenade above his head. He is your Grenadier and he is capable of destroying the enemy's disc by lobbing grenades at it. A case of *Amiga Format*

An exclusive, never-seen-before demo of *Tiny Troops*, a game that crosses the mechanics of Lemmings with the playability and strategy of Cannon Fodder. Steve McGill takes time out from playing around to explain some of the basics of getting to grips with the demo.

GET TO GRIPS WITH THE GAME



TOP ROW STARTING FROM LEFT

1.VIEW BATTLES: Move to the next battle in progress. Easy for checking troops' performance.

2.LOAD/SAVE: Unfortunately disabled for this demo, but it's nice to know that it's going to be there in the full game.

3.PLAY VIEW: Increases or decreases the size of the scanner in the bottom left-hand corner of the screen.

4.INFO: Not used in the demo. Gives feedback about the health and progress of troops.

5.HOME: Full retreat by every troop back to home base. Can be useful if the base is under attack.

6.RADAR: This isn't going to be included in the final game because it duplicates the scanner.

BOTTOM STARTING FROM LEFT

1.ATTACK: All out attack on enemy's home base. Not recommended unless you're feeling suicidal.

2.ATTACK: Once one or several troops are selected, this will send them out on the warpath.

3.GUARD: Surrounds troop with a rescalable circle. This is the area the troop will guard with his life.

4.REJUVENATE: If a troop's energy has fallen, this will top it up to at least half strength.

5.SELECT PATHS: Not available on this demo.

6.MOVE: Sends troop to destination of your choice. Using the right mouse button selects a path.

7.GROUP: Surrounds a chosen troop with all remaining troops for protection.



Hold down the mouse button and drag a box round as many troops as needed. Then give them an order.



When a whole troop has been selected, the formation they move in is chosen from the right.

handshakes to the person who manages this on all of the levels.

To select a group of troops, draw a rubber-band round them. You can then send them to their destination in a variety of formations. Select which from the buttons on the right.

Finally, it's worth experimenting with the various icons, if only to discover the new strategy and tactics that Tiny Troops makes allowance for.

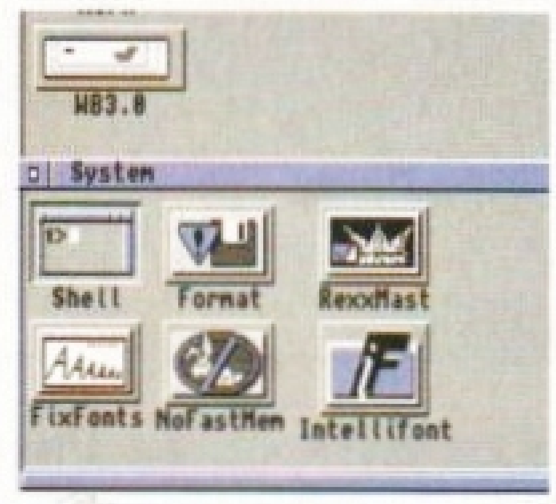
Hope you like the demo. Any feedback, positive or negative, let us know.



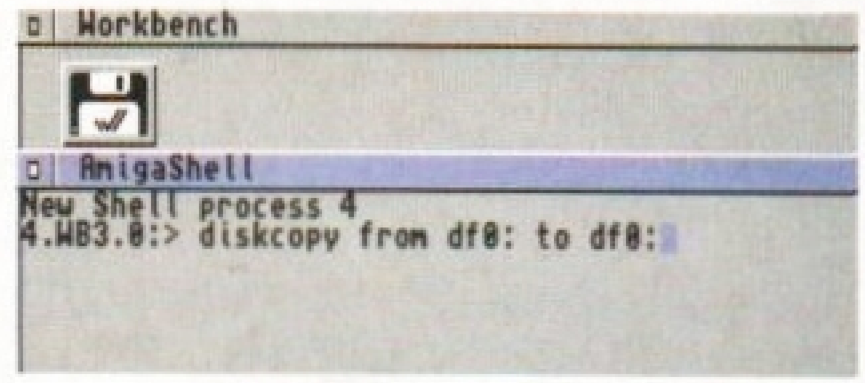
It's best to gang up on enemy troops. It might not seem fair, but it's the best way of winning the level.

BACKING UP YOUR COVERDISK

Copying your Coverdisk is really very simple. Just follow the stages below...

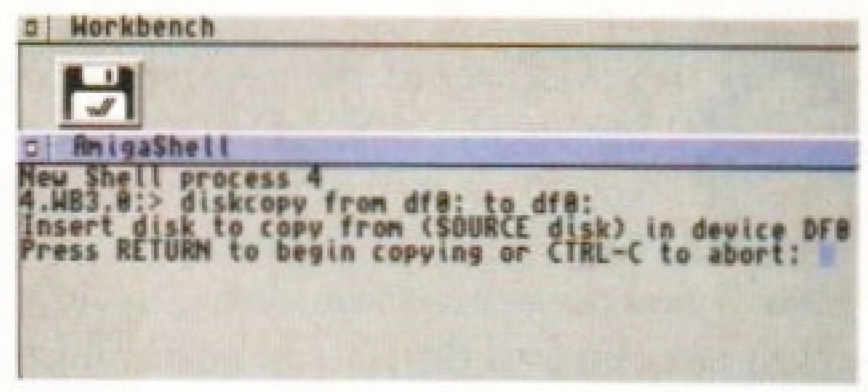


1 Boot up with your Workbench disk and find the Shell icon, in your system drawer. Double-click on this to go into the Shell.

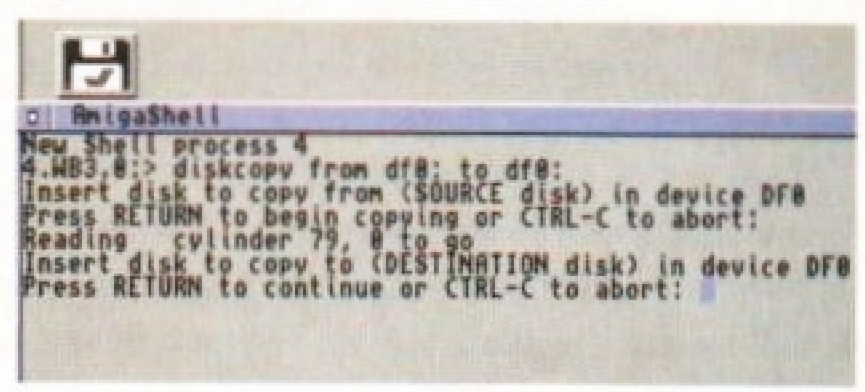


2 Type in the following line exactly as it appears here, taking care to put the spaces in the correct places:

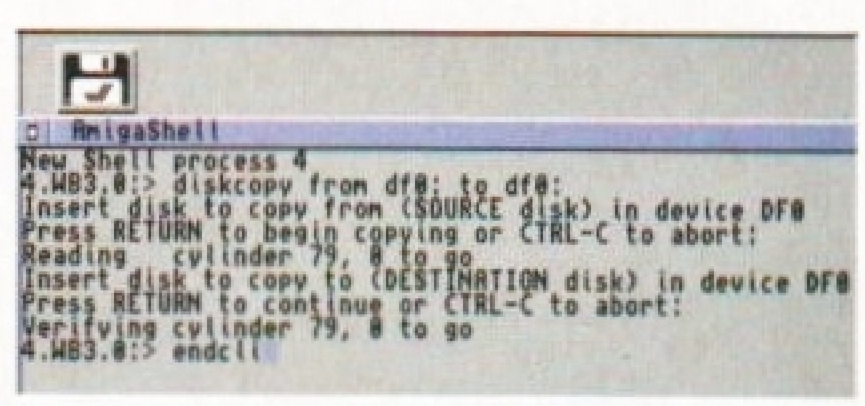
DISKCOPY FROM DFO: TO DFO:



3 When asked for the Source disk, insert your write-protected Coverdisk and press Return. All of the info on this disk will then be copied from the disk into memory.



4 Once your Amiga has read the info, it will ask for the Destination disk. Insert it and press Return. All information on this disk will be destroyed.



5 On an unexpanded machine, the Amiga may ask for the source disk again, because it copies in chunks. Finally, type *endcli* to close down the Shell.

DISK NOT WORKING?

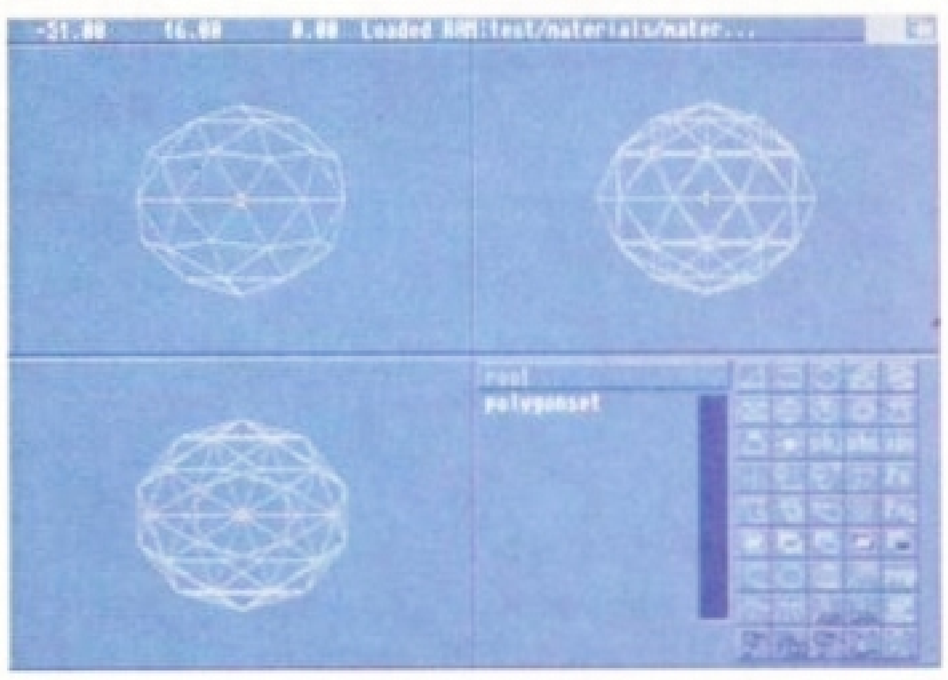
We take every care to test the Coverdisk software, but Future Publishing cannot accept any responsibility for any damage occurring during its use. If your disk is faulty, send it back, including an SAE, for a free replacement to:

***Amiga Format* (insert name of disk)**
Disk, DisCopy Labs Ltd, PO Box 21,
Daventry, NN11 5RT

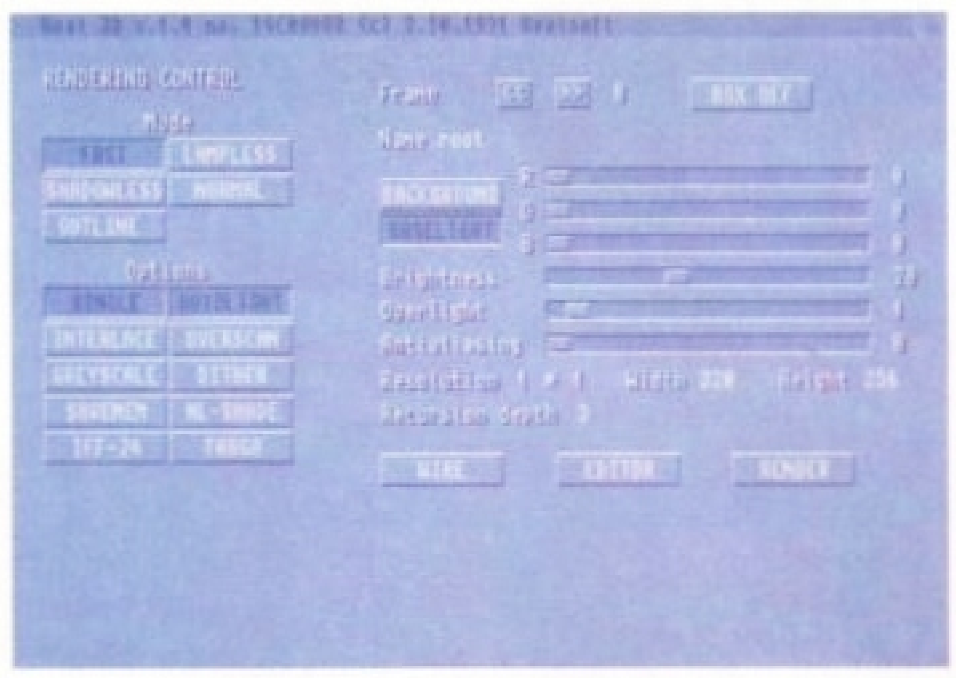


Real 3D

If you haven't noticed yet, *Real 3D* is this month's astounding Coverdisk. Here's David Taylor with details on how to get it up and running.



The editor window is where you will create 3D models. The gadgets are explained in the book.



Rendering a final image will be achieved through skillful use of this window – again, read the book.

On the cover of this issue, you'll find the booklet that explains exactly how to use and get the most out of *Real 3D Classic*. All you now need to know is how to use the Coverdisk. The full package takes up four disks, so we've obviously had to archive them! Don't worry, though, it's very simple to unpack, because the whole process is automatic.

Before you start, you need to format four spare disks, since you'll need four blank disks to unpack the program – refer to your manual if you need help doing this.

Now, put the *Real 3D* Coverdisk into your internal disk drive and reboot your Amiga (i.e. turn your machine off and back on again). The disk will set up the first disk and then ask you to insert the first spare disk, so that it can unpack on to it. When that disk is finished, you'll be asked to put the Coverdisk back in the drive; do so and then put the next spare disk in when asked. All four disks are automatically unpacked for you like this. When you've finished, you'll have four unpacked disks, called Real1-4.

You can now boot your Amiga with Workbench and use the full *Real 3D* program. If you have a hard drive, then on the first disk, you'll find an installation icon, which will copy all the files to the hard drive and also assign the volume real: to the destination directory.

If you are running from floppy, you don't need to worry about this, but will find that you get some messages if you double-click on certain icons. This is because the icons have the default tool set to look for this "real:" volume.

You need to change the icon tools to sort this out. To do this, click once on the icon and then select Information from the Icon menu on Workbench. Click where you see the default tool line, and change it. For instance, on disk four you can find some example pictures. These are set to use the display program on real: (real:display), and you need to change this to use display on real disk one (real1:display).

Here's a quick guide to the main files on each of the four disks:

Disk One (Real1): Real (the main program), Display (to view rendered images), InstallHD (to install *Real 3D* to a hard disk), Textures (a folder containing example textures), Objects (a folder including examples objects).

Disk Two (Real2): *TurboReal* (a version of the main program for use with Amigas with FPUs), Accessories (a folder with extra libraries), Textures2 (more textures).

Disk Three (Real3): Contains a full 3D font.

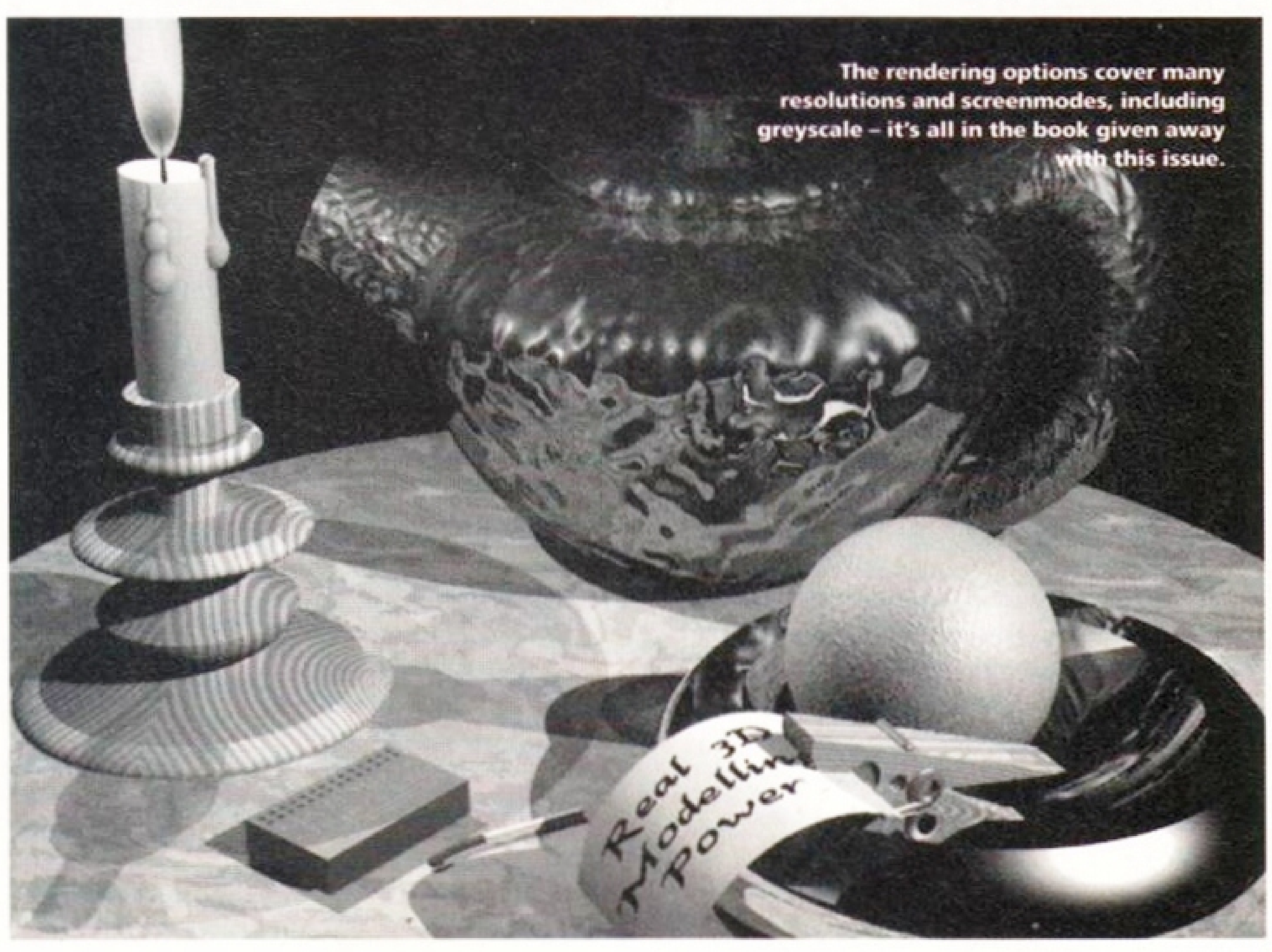
Disk Four (Real4): More of the fonts and the example pictures.

This quick guide should help you overcome any small technical difficulties you may experience when getting *Real 3D* running. I must stress that you only need to worry about this if you aren't going to use the program with a hard drive. If you do have a hard drive, install the program to it to try it out.

It doesn't copy any files to any other directory, so it's easy to un-install. Even if you don't do this, you may never need to make any of the changes mentioned above.

That's it. Get modelling!



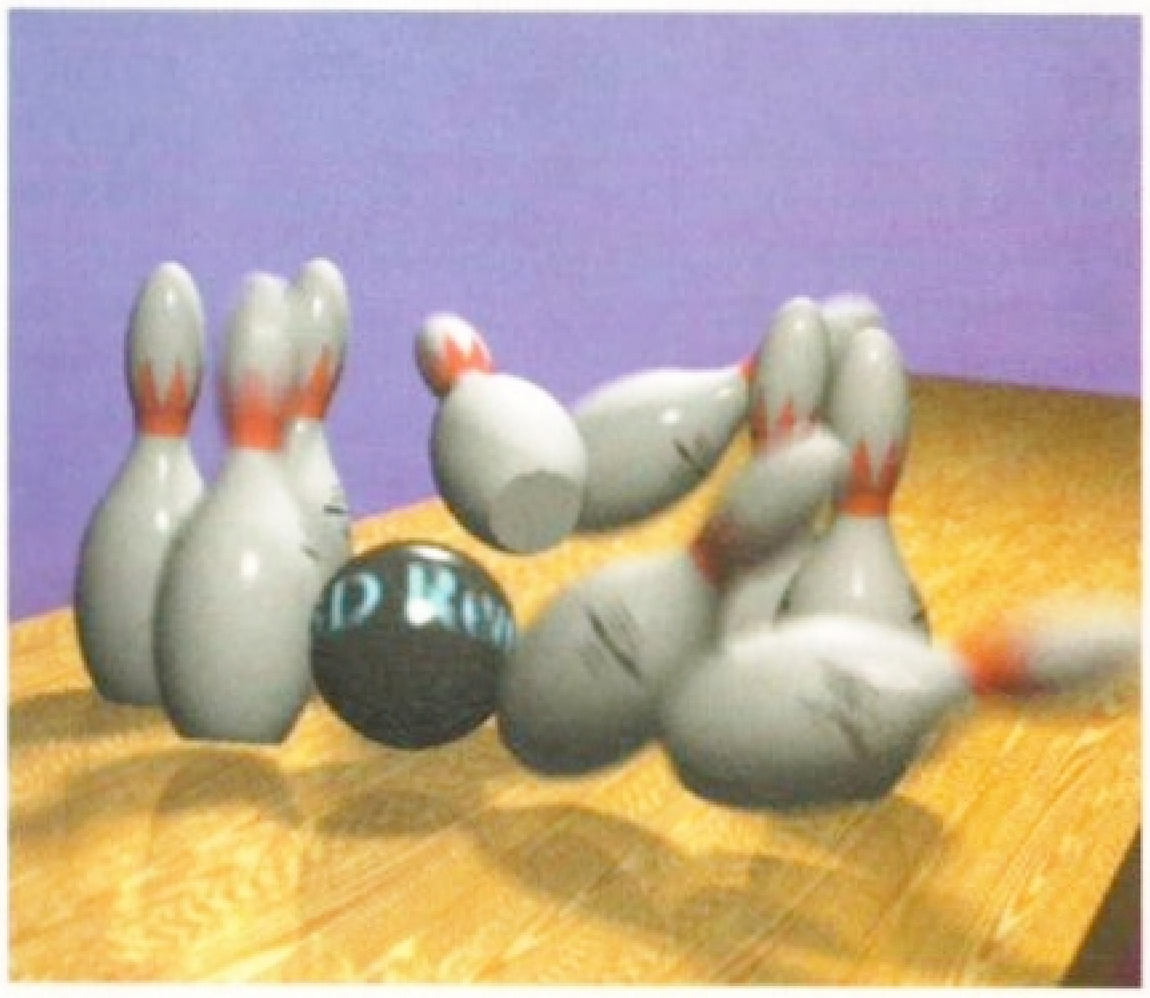


The rendering options cover many resolutions and screenmodes, including greyscale – it's all in the book given away with this issue.

Classic

Three great offers from Amiga Format and Activa!

Upgrade to version 2.5 of Real 3D



Take advantage of the new, improved interface and enhanced rendering modes of this more advanced version of *Real 3D*. This version also features the ability to apply properties such as gravity to your scenes and the animation features are far more advanced. It also features inverse kinematics and object skeletons – a must for complicated object animation.
Real 3D v2 was awarded 96% in *AF46*.

Normal Price £200 – SPECIAL OFFER £175

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Version 3 of *Real 3D* is a power users tool. In our opinion, it comes with more powerful features as standard than any of the competition. With its updated interface and powerful new features such as post-processing effects, collision detection, shrink wrapping and many more. *Amiga Format* awarded *Real 3D* v3 93% in issue 74. Please understand, to get the best out of *R3D3*, you must invest time to learn how to use it.

Normal Price £400 – SPECIAL OFFER £350

Buy the official manual

We will of course be running further tutorials in *Amiga Format* over the coming months, but you may like to take advantage of this special offer for the original manual which goes into great detail about all the features, functions and commands available in this powerful software.

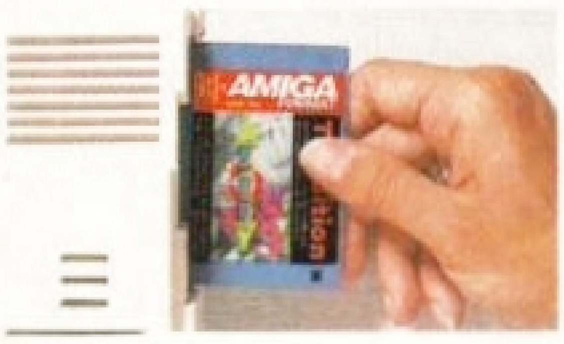
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Your Coverdisk should be working fine, but if it's not, these hints, tips and corrections should sort out the problem quickly and easily.

EXTRA!

BARS&PIPES (*AF71*)

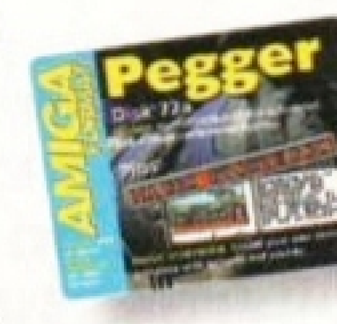


Many readers have had memory problems when trying to run *Bars&Pipes*, or access the *Bars&Pipes* tool AmigaPhone. To increase the memory, disable Workbench utilities that are running in the background, disable external disk drives and use Workbench Preferences to change screen mode to the lowest resolution and least colours possible. *Bars&Pipes* should now load. Once running, use *B&P*'s Preferences menus to switch on all the memory savers.

When you try to load the song Brandenburg Demo, the Amiga asks you to insert Volume Internal Sounds Kit 1. It's an instruments disk not included on the Coverdisk. Instead, make a copy of your *AF71A* Coverdisk, rename it Internal Sounds Kit 1 and put it in the drive. Brandenburg will find some of the sounds that it needs in the instruments drawer on this disk, but not all.

Instruments whose sounds can't be loaded, can be fixed by clicking on the AmigaPhone icon at the end of their pipe and choosing a sample from the *AF71A* instruments drawer.

PEGGER & MAGIC STORYBOOK (*AF72*)



In the magazine we tell you to name one of your blank disks Pegger_Demo, but this is wrong – it should be called Pegger.

When you are prompted to "Please Insert Magic Disk", this does *not* refer to the *Magic Storybook* Coverdisk, but the formatted disk you have named Magic.

People with some 1.3 machines can't decompress the disks. *Magic Storybook* works, but it *has* to be decompressed:

Amiga 1.3 with two drives: Boot up with the Coverdisk in the internal drive, put your blank formatted disk in the external drive. When being told that RAM can't be accessed, type:

lzx -x -F x magic.lzx df1:

This starts the de-crunching process. Once that has finished, type: install df1:

Single drive 1.3 Amiga: Boot with your Workbench disk, go to the System drawer and start the CLI tool. Make sure you have your formatted disk called Magic. Write-protect your Coverdisk and Workbench disk. Now, type the following, swapping disks as requested:

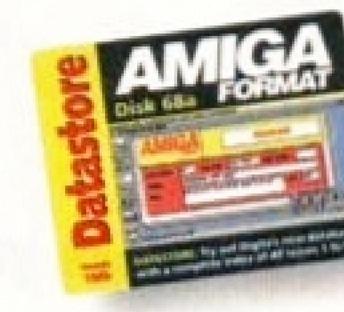
copy af72a:lzx RAM:
copy af72a:Magic.lzx RAM:
copy af72a:c/install RAM:
cd RAM:

Remove Workbench and insert the blank disk. If, after entering the next line, a requester asks for Workbench back, click on Cancel.

lzx -x -F x magic.lzx magic:
install df0:

Now reset the machine. *Magic Storybook* will now load and run.

DATASTORE (*AF68*)



Although not mentioned on the disk, *Datastore* needs *at least* Workbench 2 to work, as do the majority of serious Amiga software nowadays.

For around £90 you can upgrade to the latest version (3.1). If you think that's too much to spend on an ageing A500, there's another option. Most dealers will replace your Kickstart 1.3 ROM with a 2.1 ROM for less than £30.

If you fancy doing it yourself, 2.1 Kickstart ROM chips can be bought from mail order for as little as £22. A small price to pay to bring the machine into the Nineties.

MORE MAGIC FOR MAXON – AND SOME OTHER GREAT OFFERS TOO!

Yes, it does seem a bit too good to be true, but we have had so much response from our *Maxon Magic* Coverdisk that we have arranged some special deals with HiSoft to let you get the best out of this amazing software. If you want more samples or screensavers, or want to make your own, check this out...

Thank you so much for being so kind to me. Please can you rush me the following fine products:

Maxon Magic + More Maxon Magic @ ~~£44.90~~ £19.95 ❍
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My name and address is: ....
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And I will now post this, with a cheque or postal order made payable to HiSoft Systems and send it to: HiSoft Systems, The Old School, Greenfield, Bedford MK45 5DE. Alternatively, I will just use my credit card by calling 01525 718181.

MORE MAXON MAGIC

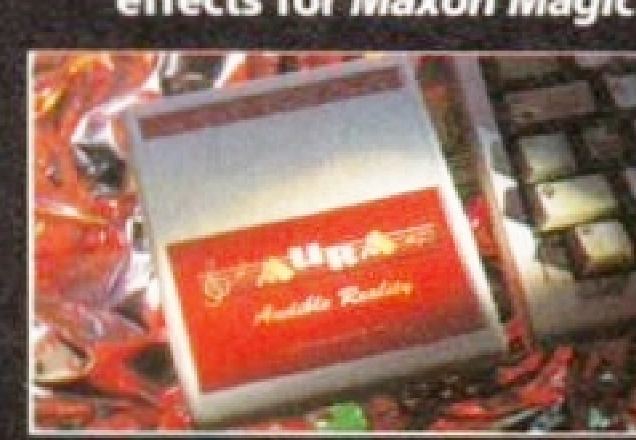
This set comprises the full *Maxon Magic*, the manual, and even more screensavers and samples to fully customise your Amiga.





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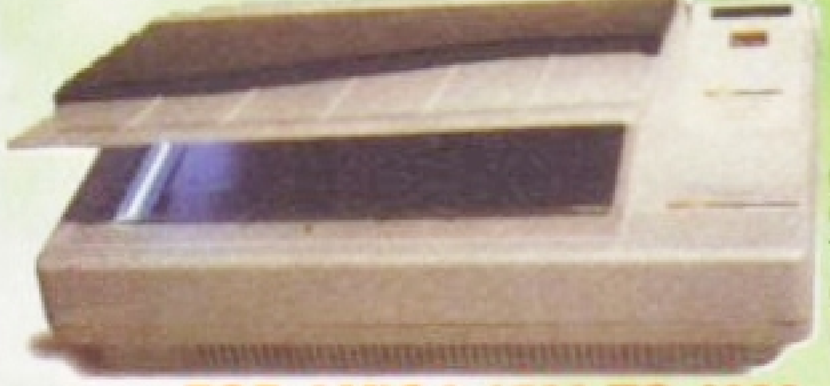
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We have seen almost every Amiga CD title in existence and sadly, the general trend appears to be "shovel as much data on as possible and to hell with the quality" The majority of these CDs are also developed as multi platform CDs and while this may advantageous for the company selling them, the end user is faced with a CD containing a high proportion of files that he probably can't even use. So what is left?...a CD containing loads of badly organised directories filled with low quality (in some cases even pathetic) graphics. Being a little dissapointed, the user then looks in the font directories and finds...a massive task on his hands...he has hundreds of fonts (that are probably duplicated many times) and no way of knowing what he's got! The poor end user is then literally forced into loading every individual font into an application, just to see what fonts he's actually got! If that wasn't bad enough, he then, quite possibly, discovers that most of the fonts have missing and/or corrupt files!

Some of these so called CD developers even get away with "shoveling" data from their old CDs to new ones and releasing the new CD as "Professional" We could go on and on and on, but why bore you with something you already know? We genuinely feel that the current situation stinks and we at EMC are aiming to set the standard on which all data CDs on the Amiga will be judged. A big claim you say? Well, here's a brief insight to what will be included on the EMC CDs and how the data will be organised...

Firstly, these CDs are aimed directly at Amiga users, and are not designed for multi platform computer use. This means that you won't get CDs loaded with PC files that you cannot use! To aid in the rapid location of font, clipart & image data, each of the 3 CDs will contain...IFF font preview screens for EVERY font (regardless of it's format) you simply click on the preview icon to SEE the font! The clipart and image directories have been FULLY sorted and ALL directories include full IFF preview thumbnail index screens (and also descriptive filenames) Purchasers of the CDs will also have the option to buy a typeface book, published especially for the EMC CDs, containing font printouts!

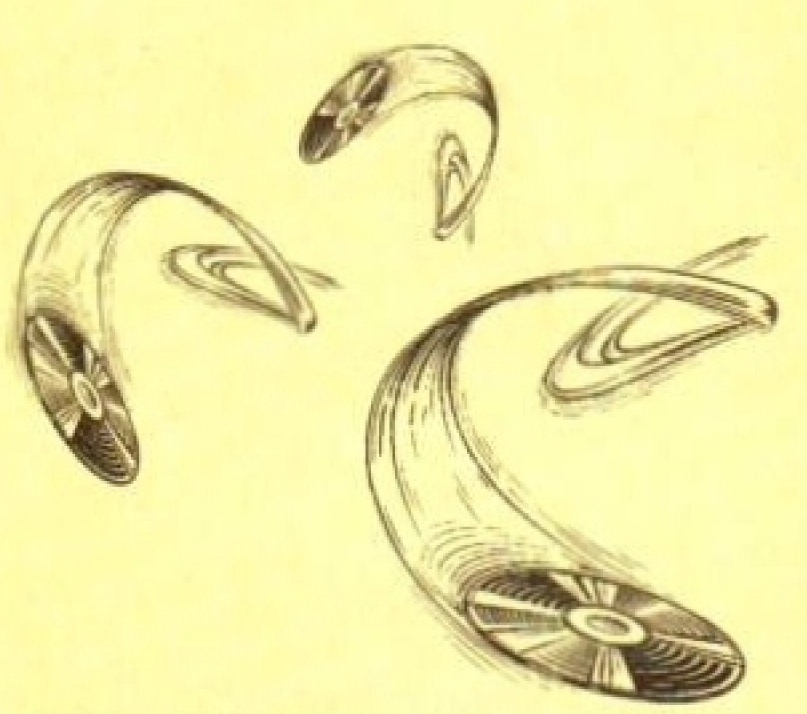
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PHASE 2 - RELEASE DATE: 06.11.95

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IMG — Animals, Cartoons, Food, OtherStuff, People, Plants, Sports, TheArts, Transport, Xmas.

IMAGES in IFF 16/256 colour and Ham interlace formats

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IFF Col — Flowers, Insects, Mammals, Trees, Xmas.

IMAGES (in IFF 16 colour, Ham interlace and IFF 256 colour formats)

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POLITE WARNING...PLEASE DON'T BUY THESE CDs!

...if you are looking for poorly organised CDs filled with low grade clipart , graphics that can only be classed as pathetic, corrupt font files OR CDs that are filled with PC files and padded out with lha and dms archives!

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AMIGA FORMAT PRESENTS

New Order



The world of the Amiga has changed since Escom bought out Commodore. But who are Amiga Technologies; who does what and where do they do it? Next month, we bring you a definitive guide to the new world order, the location of distributors and territorial offices, the people in high places, their hopes and ambitions, and where we all fit in to this new scheme of things.

Issue 78

On sale Thursday, 26th October

AMIGA FORMAT FORUM

Dale Bradford is your host for the page that gets the industry talking.



Who would have thought that you can get so many laughs out of spending time in a computer shop?

The idea behind this page is that we ask you a question and print the replies we receive in a forum format. We then send the correspondents an AF sweatshirt for their trouble. Last month we asked about your more memorable experiences of computer shops and this is what you said:

"Last year, I walked into the (now defunct) Wimborne computer shop Caltec with my dad," begins Andrew Crane of Bournemouth. "Playing on the shop's A1200 was a strange *Tanks*-like game called *Total Wormage*. 'Is that a PD game,' asked my dad? 'No, I programmed it,' replied the spotty assistant. That Christmas, I was reading *AF* and I saw the spotty assistant's picture. At last he had got *Total Wormage* published, now called *Worms*. Congratulations should go to young Mr Davidson." Indeed, they should!

"In August 1994, I walked into Dixons with £300 in my hand to buy an A1200," remembers Harpreet Gagneja of Wembley. "I handed over the £300, but the assistant told me it was only £99 because Commodore was dead and they wanted to get rid of all the old stock." I wonder how Dixons felt when, within a few months, A1200s became so scarce that they were being sold second-hand for prices higher than the original RRP?

Paul Newton of Belper recalls taking his mother into a computer shop: "Upon seeing some console on display, she asked one of the assistants where you put the 10p pieces in, thinking it was an arcade machine. Oh, the shame."

"I was in Dixons looking for an A500, as I was hoping to buy that as my first proper computer," says Nick Donnelly of Ely. "I asked one of the staff if I could try some software with Workbench. He replied 'There is no need, Sir, the Amiga will be fine on the desk'.

"I needed a 1Mb upgrade," says Neil Darragh of Portsmouth, "so my grandad took me to our local computer store. It was £64, which my grandad reluctantly paid. On the way back, we went inside a new shop to price-match. Their price was £47, so my grandad bought it, took the other one back to the first shop and yelled: 'You are absolute crooks in this shop and I want a full refund on this as I can get it for £47 up the road'.

The astonished lady offered to price-match, but he continued: 'I would not buy anything off you again, all you do is rob people'. The lady gave us a refund, but my grandad still wasn't happy and said he was going to report them to the local paper and Commodore. In the end, the distressed lady called a male colleague to throw me and him out." Quite right, too!

Spencer Jarvis of the Imagine User group used to work for a retailer and recalls a telephone call from a man who had just bought an Amiga, complaining that his mouse pointer kept disappearing. The customer returned the machine, Spencer tested it and found it to be working fine: "When I moved the mouse in a figure of eight, the man looked at me with a puzzled expression. He told me that he hadn't been using the mouse like that. He demonstrated by picking up the mouse, placing the bottom of it flat against the screen and moving it around. The pointer was disappearing because it was going underneath the mouse.

You are absolute crooks in this shop.

I had many other funny experiences and a colleague even had a woman return floppy disks because they weren't floppy!" Computer shops, eh? All human life is contained therein.

He picked up the mouse, placing it flat against the screen.

Thanks to everyone who responded to this question. For the next month, can I ask you to consider the following:

"Over the years there have been many add-ons produced to 'enhance' the gaming experience, from the reasonably sensible, such as light guns, steering wheels, footpedals, etc., to the frankly bizarre. None of them, to date, has ever achieved mainstream success. What, therefore, do you think the future holds for the 'Virtual Reality' headsets being marketed by Amiga Technologies? If they are to be a success, what will the 'killer' application be, that prompts us all to rush out and buy one?"

Please, share your thoughts with the *AF* community by writing to me at the address below:

Format Forum, Amiga Format,
30 Monmouth St., Bath BA1 2BW.
Or fax us at: 01633 896087.

How to contact us

The best way to get an answer from *Amiga Format* is to make sure you're addressing your letter to the right person.

- We get hundreds of letters and faxes a day, so we can't reply in person.
- *Amiga Format* is available for vital enquiries by phone every Tuesday between 10.30am and 5pm.
- Our advertising complaints department can be reached by calling Sophie Collins on 01225 442244, or E-mail: mops@futurenet.co.uk.

WORKBENCH: We'll only answer technical problems in the mag.
Workbench, *Amiga Format*,
30 Monmouth Street, Bath BA1 2BW.

GAMEBUSTERS: If you've found a cheat mode, or found the passwords for a game, send them to Steve McGill and you could win a prize. If you're stuck, ask Helping Hand for advice.
Steve McGill, GameBusters, *Amiga Format*,
30 Monmouth Street, Bath BA1 2BW.

READERS' LETTERS: The letters pages are there for you to air your views. Remember not to ask questions that should be in Workbench!
Letters To The Editor, *Amiga Format*,
30 Monmouth St, Bath BA1 2BW.

COMPETITIONS: Write the answers and your name and address on the back of a postcard.
'The name of the competition', *Amiga Format*,
29 Monmouth St, Bath BA1 2DL.

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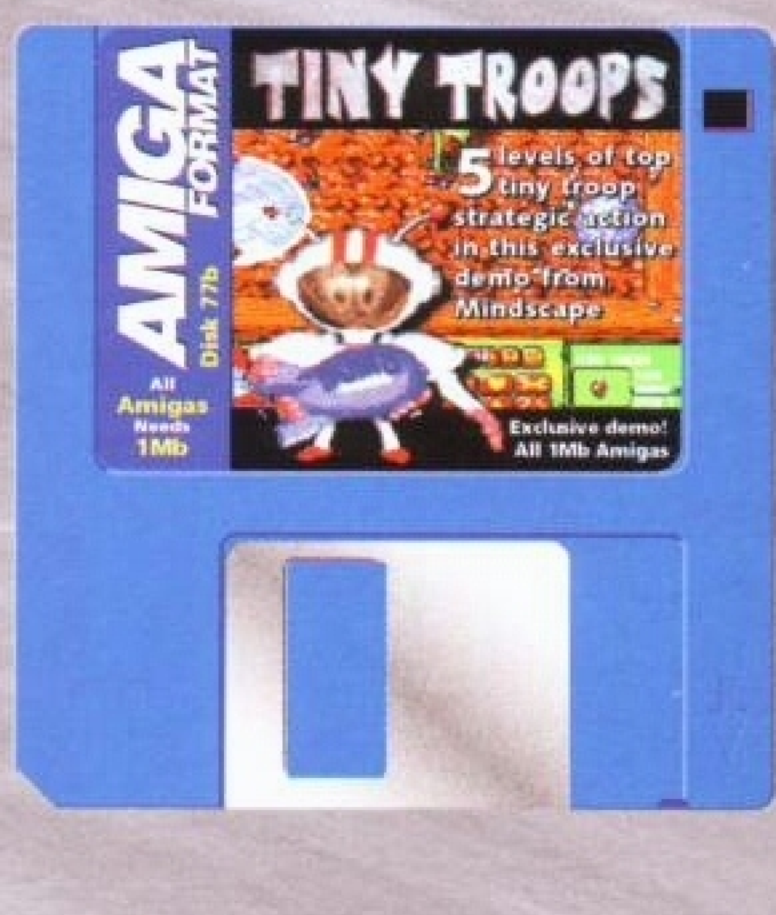


Real 3D



The complete four-disk originial issue of Real 3D version 1.4. Hailed as one of the most powerful rendering packages, it will work on all 1Mb Amigas, even the A500!

Tiny Troops



Take command of a diminutive army in our exclusive five-level demo of this sandbox arcade strategy game from Mindscape



Power Up!

Gaming could be a more interactive experience if you take advantage of extra features p33

Getting into 3D

3D rendered graphics are perhaps the most exciting part of computing today. In our extensive feature and tutorial we take you through how to get your Amiga in on the action p21

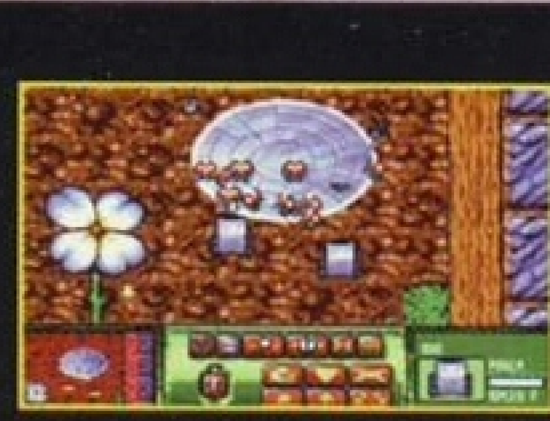
Bundle Magic

Detailed analysis and comment on the new Amiga bundle heading your way



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